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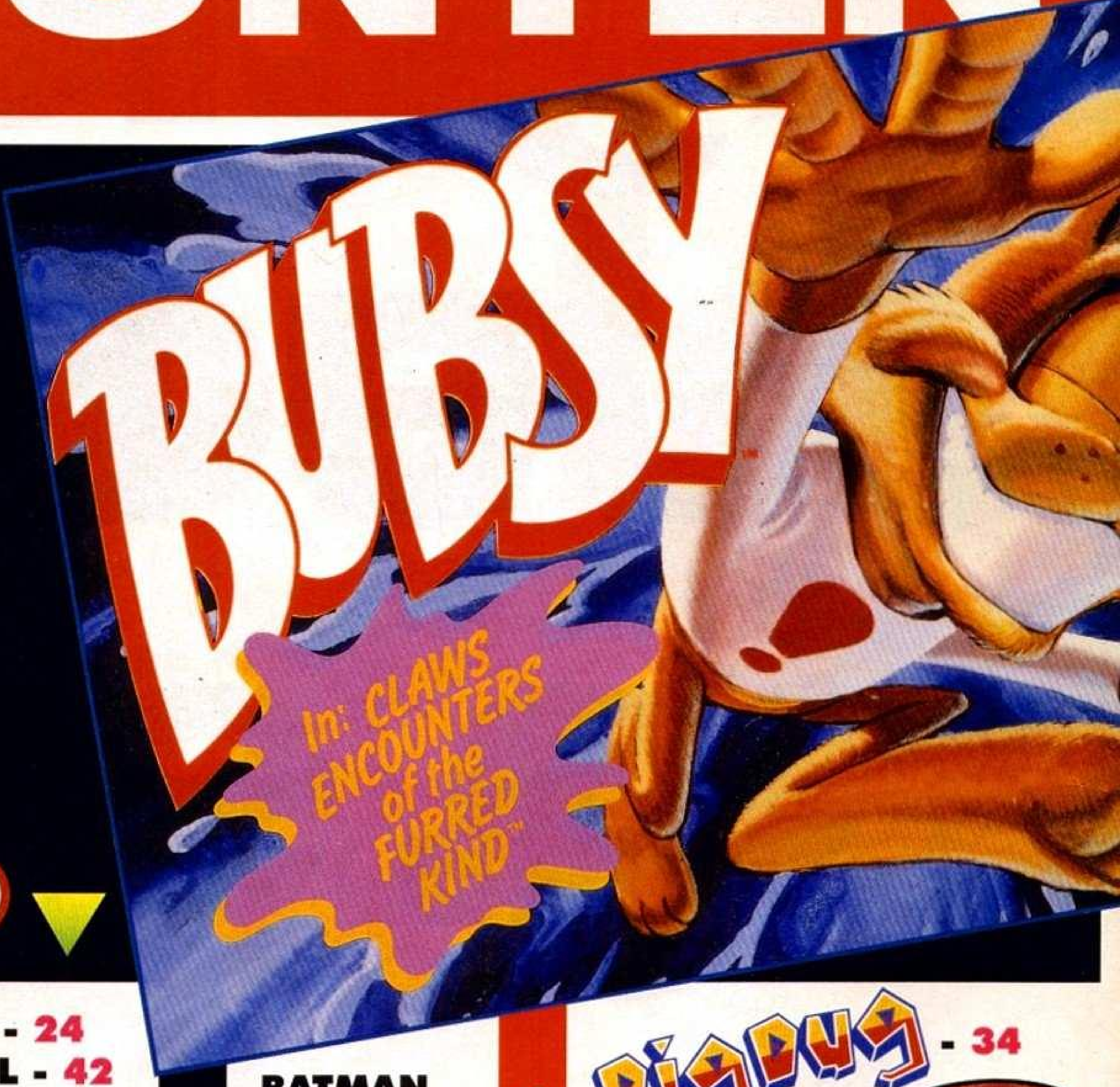
FEBURARY ISSUE 5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TS

Bubsy the Bobcat

Could this be the Super Nintendo's answer to the spikey blue hedgehog? Bubsy the Bobcat could well prove to be the fastest critter yet seen on home console, so NMS scoops the world once again for the EXCLUSIVE on this tasty little number. Flick ahead to those white hot preview pages immediately and all will be revealed. What? Are you still here? Go on, be off with you!

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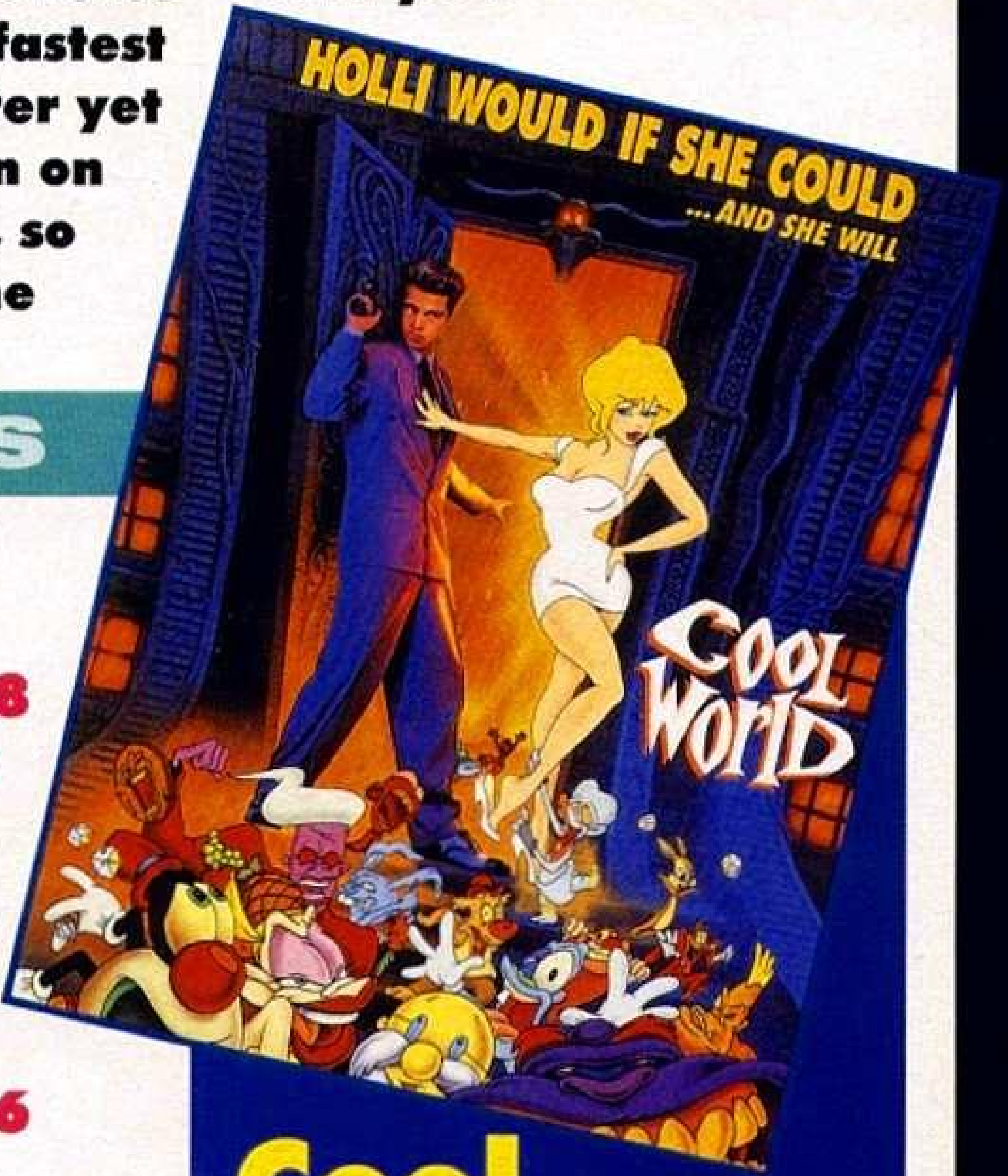

HOLLI WOULD IF SHE COULD
...AND SHE WILL
COOL WORLD

Cool World

That's right, Holly Would is set to hit the NES and Game Boy. Read on...

REGULARS

NMS CONTENTS

NEWS - 10
All the gossip on Gamesmaster live: who was there, who was doing what, and what the NMS lads got up to! We also offer early glimpses of The Toxic Crusaders, Combatribes, and Swamp Thing - all of which are heading for a Nintendo system near you!

HIGH SCORES - 50
Well, we're in here - are you? The so-called cream of Nintendo game players have unveiled their best efforts for your delectation. If you think you could beat what's on display, then drop us a line and a photo - if you dare...

Q&A - 52
Nope, sorry to disappoint you, but you are not going to see Street Fighter Championship Edition for the Game Boy. These and other heavily-optimistic questions are answered by the ever-reliable Jaz this issue.

S.E.A.L's MAIL BAG - 56
Questions, questions...and only the S.E.A.L can answer them! Is it a bird? Is it a plane? Is it a rather useless seagoing mammal with ridiculously large flippers and comments more cutting than a bowl full of fishhooks? Read on and find out, because there's never been anything like him!

NHS - 61
The Doctor is in! This month the NHS once again comes to your rescue with the continuing guide to Zelda III, a wealth of Parodius-related info, and a whole host of small - but perfectly-formed - snippets to aid any struggling patients.

GAME STYLES - 106
This month, fighting games come under the microscope. Although Street Fighter II is widely regarded as THE definitive Super NES beat 'em up, are the others still worth bothering with? Steve Merrett emerges from scrap after scrap, punch drunk but with a full report.

INDEX - 120
Where else would you find concise reviews of F-Zero, Popeye, Excitebike, R-Type and Lemmings? Nowhere other than the complete guide to Game Boy, NES and Super NES games - the NMS index.

NEXT MONTH - 130
As sultry and mysterious as ever, the Next Month page is once again here doing what it does best. Want to know what's in Issue Six of NMS? Turn to this page and all might just be revealed...

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AMAZING BUT TRUE...
001:The flushing toilet was invented by Thomas Crapper, who promptly gave his name to the popular pastime.

EDITORIAL

NAME: Julian Rignall
DATE OF BIRTH: Product of the sixties.
EYES: Two blue ones.
SEX: Male, according to my trousers.
HEIGHT:5' 8"
WEIGHT: Just short of ten stone.
CHEST SIZE:34D
SHOE SIZE:7
WHERE DO YOU LIVE: Southend-on-Sea
WHAT SCHOOL DID YOU GO TO: Ysgol Uchwradd Tregaron and Penglais Aberystwyth.
WORST TEACHER: Mr Varley.
MOST ANNOYING HABIT: Talking far too much and far too loud.
STUPIDEST THING I'VE SAID THIS YEAR: Watch me wheelie my motorbike off that speed hump.
FAVOURITE GAMES: Streetfighter II, Super Star Wars, Super Mario Kart, Super Mario World, F1 Exhaust Heat, Spindizzy Worlds, Super Tennis.
WORST GAMES: If you've been reading the magazine you'll know exactly which ones I hate!
FAVOURITE MUSIC: Very varied indeed - my selection of tapes to go with my Walkman this week includes Killing Joke, Shamen, Red Hot Chili Peppers, Primal Scream, Depeche Mode, Faith No More, Pink Floyd, The Prodigy and a couple of Techno compilations.
LIKES: Motorbikes, fast cars, animals, the countryside, peace and quiet, films, music, good design, life, sports, empty roads...I could go on for hours.
DISLIKES: Traffic jams, stupidity, intolerance, irrationality, commuting, British Rail, the government, falling house prices...I could go on for hours.
WORST ARTICLE OF CLOTHING: Ties in with the "Stupidest thing I've said this year" category. The jeans I'm currently wearing - I fell off my bike while wearing them and they're ripped to shreds. Rather like my knees.
FAVOURITE PLANT: Not really a plant, but I love Bonsai Trees.
FAVOURITE FOOD: Most stuff other than hot food.
MOST HATED TV CELEB: All early Saturday night "entertainers".
WHAT I'D BE DOING IF I WASN'T ON NMS: Professional driver or a designer.
STATE OF WORK DESK: Very tidy.
FAVOURITE DARTS PLAYERS: Reg (bass player) and the drummer who I can't remember.
FAVOURITE SWIMMING STROKE:I can't swim properly, so anything that keeps me afloat.
BEST PLACE I HAVE EVER BEEN THROWN OUT OF: Never been thrown out of anywhere - don't ask me how!
FAVOURITE FILMS:I love loads of films, but Dark Star, Star Wars trilogy, Aliens Special Edition, Blade Runner, The Last of the Mohicans, Koyaanisqatsi and Way Out West spring to mind immediately. There are loads and loads of others which deserve a mention, but my brain's overloaded and gone blank.
FAVOURITE BOOKS: Ayrton Senna's Guide to Good Driving, Incredibly Strange Films, Leonard Maltin's Movie Guide, Weaveworld, Imajica, Industrial Light and Magic - again, I could mention loads more but my brain has seized up.
WHAT I WANT OUT OF 1993: Happiness.

NAME: Tim Boone.
DATE OF BIRTH:10/5/65
EYES: Blue (sometimes red)..
SEX: Oh, alright then.
HEIGHT:6' 2"
WEIGHT: 672lbs 8oz.
CHEST SIZE:44 on a good day.
SHOE SIZE: Ridiculous.
WHERE DO YOU LIVE: Sarf London.
WHAT SCHOOL DID YOU GO TO: King Edward VI School, Southampton.
WORST TEACHER: All of them except David Dykes and Brian Lyndon, who are The Business.
MOST ANNOYING HABIT: Borrowing people's pens and putting them in my mouth.
STUPIDEST THING I'VE SAID THIS YEAR: No Paul, I'm not telling you my middle name.
PEOPLE I'D RATHER NOT KNOW: Jon and David Montgomery from Hastings, their parents, relatives, friends, milkman and personal Income Tax adviser.
FAVOURITE GAMES: Streetfighter 2, Streetfighter 2 Champion Edition, Tetris, Zelda, Super Tennis, Halls Of The Things, Mercenary, Damocles, Hunter, Monopoly, Chess, Crossfire with the goals taken off, anything involving Big Cash Prizes, Dropping The Lot, Maximum Payout.
WORST GAMES: Trivial Pursuit (what's the point of that, eh?) and Crosswords on the Sad Train.
FAVOURITE MUSIC: New Order, The Prodigy, Simple Minds, Lucy In The Sky With Diamonds by William Shatner (indeed), loads of obscure one-offs nobody's ever heard of, Derek and Clive
LIKES: Everything which is a laugh.
DISLIKES: Everything else.
WORST ARTICLE OF CLOTHING: My Top Banana T-shirt.
FAVOURITE PLANT: My Yucca. It's moved with me four times and now sits in the bathroom.
FAVOURITE FOOD: Anything from the completely brilliant Golden Fish Bar in Farringdon Road and well done Quarter Pounders With Cheese from McDonalds.
MOST HATED TV CELEB: Nick Ross.
WHAT I'D BE DOING IF I WASN'T ON NMS: Sitting where you are, having a laugh.
STATE OF WORK DESK: Full of other people's mess.
FAVOURITE DART PLAYERS: Eric Bristow. I played him once and missed with my first throw.
FAVOURITE SWIMMING STROKE: Breast Crawl.
BEST PLACE(S) I HAVE EVER BEEN THROWN OUT OF: Andy and Fergie's garden party; Wokingham District Council Chamber; The Atomic Weapons Research Establishment, Aldermaston; HM Prison, Reading; the Club 7 Restaurant, Corfu. One day I might tell you why.
FAVOURITE FILMS: Mad Max 2, Die Hard 2, Predator, Ten Seconds From Hell, the Star Wars trilogy, Wings Of Desire, everything directed by John Carpenter - especially The Thing which is probably my all-time Number One, Breakfast Club, The Seven Samurai, all the Carry On films, Godfathers 1 and 2 but not 3 which was crap, 2001, A Bridge Too Far, Das Boot, This Is Spinal Tap, Midnight Run, hundreds more.
FAVOURITE BOOKS: Treasure Island, The Adventures of Huckleberry Finn, Halliwell's Film Guide, The Book of Heroic Failures (1 and 2), Great Disasters Of The Stage, Catch-22, all the Sherlock Holmes books, Das Boot (unedited - it's huge!), loads more.
WHAT I WANT OUT OF 1993: World peace, an end to starvation, incredible news from Voyager, a long summer, a short winter, the invention of a self-propelling electric iron, the demise of Blind Date, plenty of laughs and that special phone call from Princess Di.

NAME:ANGUS SWAN
DATE OF BIRTH:12/09/70
EYES: Two
SEX: Yes please! (Groan)
HEIGHT:5ft 11ins
WEIGHT:10st!
CHEST SIZE:39".
SHOE SIZE:6
WHERE DO YOU LIVE:A house in Tottenham
WHAT SCHOOL DID YOU GO TO: The glorious Renfrew High School!
WORST TEACHER: Mrs Parker - one weirdo.
MOST ANNOYING HABIT: Making barbed comments
STUPIDEST THING I'VE SAID THIS YEAR: Yes, I'll take the job.
PEOPLE I'D RATHER NOT KNOW: Fraser McCue - that's all
FAVOURITE GAMES: Of all time? The Eidolon on C64, Streetfighter II, Super Mario Kart, Dig Dug, Mr Do's Magical Castle, Gauntlet, Rampart, Ecco, Sim City, Super Tennis, Parallax (C64), Wizball.
WORST GAMES: Howard the Duck (C64), Universal Soldier, Smash TV (MS), Pitfighter, Ferrari Grand Prix Challenge, Blues Bros (NES).
FAVOURITE MUSIC: Power-driven synth beats like New Order, Utah Saints, PSB and Erasure. Soul relaxants like Carole King and Alison Moyet.
LIKES: Tolerance of all types, and a freedom to do my own thing. Money; bits of London; bits of Scotland; chocolate (Milk Tray, readers); Really good food and wine. Things slightly left of centre.
DISLIKES: The political right, intolerance, aggression, 'security alerts', Mahler's 'Kinderleider'
WORST ARTICLE OF CLOTHING: Definitely the Stars and Stripes hooded top which lies festering in the bottom of my wardrobe. I thought it was so cool in the Second Summer of Love. Blow me if I wasn't mistaken!
FAVOURITE PLANT:I'll plead the 'fifth' on that one, and I don't have any in my conservatory, constable.
FAVOURITE FOOD: Spaghetti Carbonara, Mussels Mariniere.
MOST HATED TV CELEB: Timmy Mallet. He's... (the remainder of this section has been censored).
WHAT I'D BE DOING IF I WASN'T ON NMS: Maybe starting a Phd, investigating structures of language.
STATE OF WORK DESK: Oscillates between cluttered and clear. I blame it on the 'Rad Slippage Effect', as his desk is next to mine and regularly his 'filing cabinet' topples over onto my desk.
FAVOURITE DART PLAYERS: Um...er...yoiks! I HATE darts.
FAVOURITE SWIMMING STROKE: Breast Stroke - because I can keep my head above water.
BEST PLACE I HAVE EVER BEEN THROWN OUT OF: To be truthfully dull, nowhere of consequence.
FAVOURITE FILMS: Alien, The Little Foxes, Hairspray, Dawn of the Dead, Beauty and the Beast, the original A Nightmare on Elm Street - every sequel was a travesty of this clever film.
FAVOURITE BOOKS: The Canterbury Tales,Tess of the D'Ucberville, Heart of Darkness, Cat's Eye, Equal Affections.
WHAT I WANT OUT OF 1993:I'll have the '3', and the rest of the gang can take the digit they want.

NAME:PAUL DAVIES
DATE OF BIRTH:14/2/69
EYES:BROWN
SEX:MALE
HEIGHT:5'11"
WEIGHT:10 STONE 8
CHEST SIZE:38"
SHOE SIZE:9
WHERE DO YOU LIVE: Turnpike Lane, London.
WHAT SCHOOL DID YOU GO TO: Oulder Hill School, Rochdale.
WORST TEACHER: Mr Bespolyj - if that's how you spell it!?
MOST ANNOYING HABIT: Getting too excited over nothing special at all.
STUPIDEST THING I'VE SAID THIS YEAR: No.
PEOPLE I'D RATHER NOT KNOW: This bus driver I met the other day, people who expect too much too soon and myself when I'm not myself.
FAVOURITE GAMES: Street Fighter II CE, Super Ghouls n Ghosts, Super Mario Kart, Kirby's Dreamland, Super R-Type, Zelda III, Contra Spirits, Actraiser, Smash TV and Total Carnage, the Mario Bros pinball table. Kick the Can, Doctors and Nurses...
WORST GAMES: Magic Sword, Blues Brothers, Titus the Fox, TKO Boxing, Robocop III.
FAVOURITE MUSIC: Boneyard, Lenny Kravitz, Helmet, Ministry, Alice Donut, Slayer's 'Reign in Blood' album, House of Pain, Rage Against the Machine, Wartime, Prince, UDS, Schizo.
LIKES: My family and friends, the rain, and time to myself.
DISLIKES: Lies and false pretences, being misjudged - I HATE that!
WORST ARTICLE OF CLOTHING:A few pairs of white socks that I wear as a last resort.
FAVOURITE PLANT: Huge, enormous trees, tiny little colourful flowers and all things in between.
FAVOURITE FOOD: My Mum's.
MOST HATED TV CELEB: That idiot off Keynotes and Bwian Wowden.
WHAT I'D BE DOING IF I WASN'T ON NMS: Doing my nurse training.
STATE OF WORK DESK: Varies.
FAVOURITE DART PLAYERS:I hate darts!!!
FAVOURITE SWIMMING STROKE: Any thing that works and doesn't make me look too stupid.
BEST PLACE I HAVE EVER BEEN THROWN OUT OF: The Jazz Cafe in Camden. They wouldn't even let me through the door!
FAVOURITE FILMS: Cyrano De Bergerac, Beauty and the Beast, Akira, Robocop, all the Star Wars films, The Thing, Manon De Sources.
FAVOURITE BOOKS: Terry Pratchett's Discworld novels, The Little Prince, Jonathan Livingston Seagull. Almost anything that's arty-farty.
WHAT I WANT OUT OF 1993: Love and happiness.

Welcome aboard the Good Ship NMS for another voyage through the wonderful world of Nintendo! I'm keeping this short because this issue of NMS is the greatest yet - and with so much crammed on these pages we've simply run out of space. Just room to tell you that from what we've heard 1993 looks set to be the best year ever for games, and next month we'll be telling you why. SEE YOU THEN!

TIM BOONE

NINTENDO PEOPLE SYSTEM

Well, you wanted to know all about them - and here they are! The NMS team reveal their innermost secrets just for you...

NAME: Steve Merrett.

DATE OF BIRTH: 19/9/68

EYES: Yes.

SEX: Occasionally - you can't be too careful these days...

HEIGHT: 5' 11"

WEIGHT: Dunno, I think I'm just over eleven stone.

CHEST SIZE: Pigeon.

SHOE SIZE: Big tens.

WHERE DO YOU LIVE: A little village called Horley which is between Croydon and Gatwick. It's great, and has everything a bloke needs: kebab shops, a Chinese take away, and this excellent pub called the Game Bird which has to be seen to be believed.

WHAT SCHOOL DID YOU GO TO: Southbourne 'Bourne' School.

WORST TEACHER: Mr Mitchell. He was the head of Geography and my form teacher. He hated me, and it was thoroughly mutual.

MOST ANNOYING HABIT: I find it hard sustaining interest in thi...

STUPIDEST THING I'VE SAID THIS YEAR: 'I'll get this round in' and 'no' when this really neat girl asked me to dance - I'll never understand why I said that...

PEOPLE I'D RATHER NOT KNOW: You know who you are!

FAVOURITE GAMES: Oldies: Boulderdash, The Eidolon, Ballblazer. Recent: Contra Spirits, Street Fighter II, Super Tennis, Mario IV, Mummies And Daddies.

WORST GAMES: The Blues Brothers, Game Boy Spiderman II, Death Valley Rally.

FAVOURITE MUSIC: Carter USM, Stereo MCs, House Of Pain, The Specials, Madness.

LIKES: Gory horror films, West Ham, Doctor Who, my nephew Adam, farting, cult magazines, the opposite sex, the phone, sleeping, David Baddiel and Rob Newman, and a rude word which rhymes with belch.

DISLIKES: Mornings, British Rail, boring gits, the BBC for scrapping Doctor Who.

WORST ARTICLE OF CLOTHING: A gold/maroon sweatshirt my mum bought me.

FAVOURITE PLANT: Greg, my Spiderplant - although it's just had babies!

FAVOURITE FOOD: Chinese food, kebabs, lasagne, tagliatelle, sherbert, McDonalds.

MOST HATED TV CELEB: Any of the Brucey, Tarby, Tom O'Connory crowd. Pat Sharp, Spike Milligan, Roy Hudd, Bonnie Langford - loads!

WHAT I'D BE DOING IF I WASN'T ON NMS: Still on bloody CU Amiga, I expect.

STATE OF WORK DESK: Chaotic. Especially when Andy's mysteriously clears itself!

FAVOURITE DART PLAYERS: My Aunty Cath.

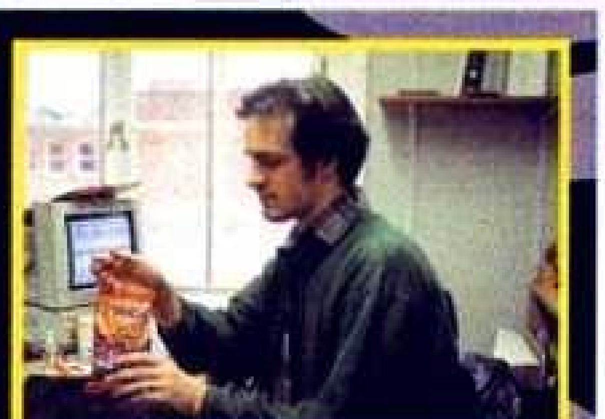
FAVOURITE SWIMMING STROKE: Retrieving the brick in my jim-jams.

BEST PLACE I HAVE EVER BEEN THROWN OUT OF: The old Chichester cinema (for gobbing chewed up Treets and Revels from the balcony on to the people below).

FAVOURITE FILM: Aliens, Terminator II, Day Of The Dead, Dawn Of The Dead, Goodfellas, Papillon, and banned nasties.

FAVOURITE BOOK: American Psycho, Skipp and Spector's Book Of The Dead, The Zombies That Ate Pittsburgh, the Books Of Blood, the Bash Street Kids annual.

WHAT I WANT OUT OF 1993: A Super NES for my flat, to appear on Noel Edmond's NTV, more money, an NTSC-compatible video, a new series of Doctor Who, Andy McVittie to stop singing, plastic surgery.



NAME: Andy Fingal O'Flaherty McVittie.

DATE OF BIRTH: Flower child.

EYES: Green and lovely.

SEX: TBA.

HEIGHT: Lanky.

WEIGHT: 13 and a half stones.

SHOE SIZE: Dainty nines.

WHERE DO YOU LIVE: Wembley.

WHAT SCHOOL DID YOU GO TO: Oulder Hill, Rochdale.

WORST TEACHER: Miss Dobson - nice person, crap teacher though!

MOST ANNOYING HABIT: Picking my nose.

STUPIDEST THING I'VE SAID THIS YEAR: Tom from Megatech is good at games.

PEOPLE I'D RATHER NOT KNOW: Steve Merrett's oral hygienist, John Major.

FAVOURITE GAMES: Street Fighter II, Sim City, Legend of Zelda, Super Pang, Super Tennis, Parodius, Super Aleste, Lemmings, Kirby's Dreamland, Super Ghouls and Ghosts, Micro Machines, Battling Tops.

WORST GAMES: Castelian, Wings II, Blues Brothers, Death Valley Rally, Final Fight, Noah's Ark, Desert Strike, Duck Hunt, skipping, Vole embalming.

FAVOURITE MUSIC: Roy Ayers, Mark Murphy, Steely Dan, Stevie Wonder, Jon Lucien, The Brian Auger Trinity, Marlena Shaw, Philip Glass, Earth Wind and Fire, Elvis, Scott Walker, Johnny Cash, Glen Campbell, Horace Silver, Art Blakey, Roland Kirk, Thelonius Sphere Monk, Mose Allison, Psychedelia, Eddie Jefferson, dodgy soundtracks from even dodgier films.

LIKES: Jacqui, going back up North for some proper countryside, my cat, Wilson, my newly-extended family, Bruce Forsyth, Morecambe and Wise, Les Dawson. Turkey - the country not the bird, the Lake District, serenading the NMS staff with my velvet-voiced renditions of popular classics, my bike.

DISLIKES: Racism, Das Boot the crap "rave" tune, unnecessary violence, Kylie trying to be Madonna, Madonna, Deacon Blue because they're crap.

WORST ARTICLE OF CLOTHING: My horrible, baggy jogging kecks.

FAVOURITE PLANT: Lichen.

FAVOURITE FOOD: Pizza, Curries, Nut Roast, Ciabatta, single malt whiskys, fried sweet potato and plantain, Crisperton crunch bar with chunks.

MOST HATED TV CELEB: Daytime TV-types and "cred" Kids show presenters.

WHAT I'D BE DOING IF I WASN'T ON NMS: Hanging around on street corners.

STATE OF WORK DESK: Communist.

FAVOURITE DART PLAYERS: Jim Bowen and Bully.

FAVOURITE SWIMMING STROKE: A curious mix of the breast stroke and the Watusi.

FAVOURITE FILMS: Barbarella, Night Of The Hunter, The Wicker Man, Goodfellas, Taxi Driver, The Long Good Friday, Midnight Cowboy, Vanishing Point, Easy Rider, Billy Liar, The Knack And How To Get It, Alien, Terminator II, Citizen Kane, Out Of The Past, Once Upon A Time In The West, Bounty, anything with Crispin Glover in.

FAVOURITE BOOKS: Anything byJames Ellroy, The Goodies Book Of Records.

WHAT I WANT OUT OF 1993: The uninhibited spread of love, peace and harmony throughout the universe and a large cash sum.

NAME: RADION AUTOMATIC

DATE OF BIRTH: 7/9/74

EYES: Grey/Green.

SEX: Male.

HEIGHT: 6'1"

WEIGHT: About 9 stone.

CHEST SIZE: Er...pass.

SHOE SIZE: 9.

WHERE DO YOU LIVE: Muswell Hill.

WHAT SCHOOL DID YOU GO TO: Brine Leas High School.

WORST TEACHER: it's got to be General Zod, our megalomaniacal headmaster.

MOST ANNOYING HABIT: Being a bit moody at times.

STUPIDEST THING I'VE SAID THIS YEAR: Yes, I'd love to do it.

PEOPLE I'D RATHER NOT KNOW: Claudia Schiffer, she just won't leave me alone.

FAVOURITE GAMES: Streetfighter '92, Streets of Rage 2, Micro Machines, Contra Spirits, Mario Kart, Kirby's Dream Land, Shark Baiting, Alligator Wrestling.

WORST GAMES: Road Fighter, Crackout, Dark Castle, Pin The Tail on the Donkey.

FAVOURITE MUSIC: Alice Donut, Rage Against the Machine, Corrosion of Conformity, Buzzcocks, Sex Pistols, Smokey Robinson, Alice in Chains, Wartime, Boneyard, Nine Inch Nails, Faith No More, William Shatner, a bit of the old Brahms or Tchaikovsky mayhaps, Jane's Addiction, Sick Of It All.

LIKES: Security, interesting people, family and friends, concerts, that girl from GamesMaster Live with the pierced nose who said hello (sigh), tube loonies.

DISLIKES: Government for one thing. Electroshock therapy.

WORST ARTICLE OF CLOTHING: My patent Swamp Socks - an alright pair of big hiking socks that unfortunately turn into stinky peat bog after an hour of wear.

FAVOURITE PLANT: Tom Guise out of Megatech.

FAVOURITE FOOD: Splendocake and Yop yoghurt drink.

MOST HATED TV CELEB: Paul Daniels, Richard and Judy the Twee Twins, that bloke who presents the O-Zone, Pat Sharp.

WHAT I'D BE DOING IF I WASN'T ON NMS: Finishing college or just travelling.

FAVOURITE DART PLAYERS: Jocky Wilson, that woman who plays Grotbags and won loads of money for charity on Bullseye.

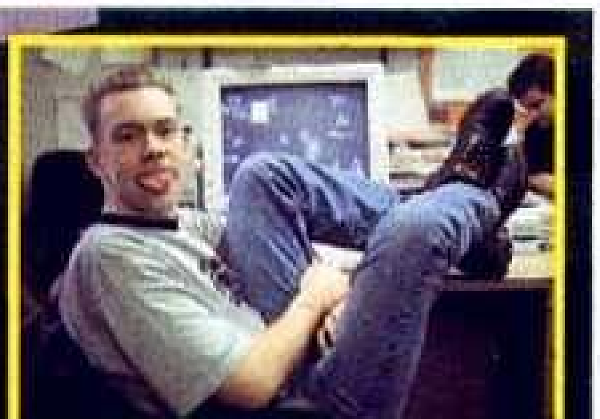
FAVOURITE SWIMMING STROKE: Pretending to have drowned in the river.

BEST PLACE I HAVE EVER BEEN THROWN OUT OF: McDonalds for asking for a McUpChuck.

FAVOURITE FILMS: Planes, Trains and Automobiles, Bill and Ted's Excellent Adventure, Hellraiser, Hellbound, Necromantik, Suburbia, Lost Boys, Dawn of the Dead, One Flew Over the Cuckoo's Nest, The Shining, the Star Wars Trilogy.

FAVOURITE BOOKS: Catcher in the Rye, On the Road, One Flew Over the Cuckoo's Nest, England's Dreaming, Catch 22, Runes, Anything at all by Terry Pratchett, the first three Necroscope books, Ghoul, Raise High the Roof Beams Carpenter, Lolita, Manon Des Sources, John's Diary.

WHAT I WANT OUT OF 1993: Marriage, children, a big house and a pony.



NAME: Dave Kelsall L.S.T.D.

DATE OF BIRTH: 07/09/68

EYES: A sort of Dolphin Blue.

SEX: Male.

HEIGHT: 6' 4"

WEIGHT: 13.5 Stone.

CHEST SIZE: Big.

SHOE SIZE: Canoes.

WHERE DO YOU LIVE: Islington.

WHAT SCHOOL DID YOU GO TO: Ellesmere College.

WORST TEACHER: Mr Sampson.

MOST ANNOYING HABIT: Telling porkies to Tom Cox for cheap gags.

STUPIDEST THING I'VE SAID THIS YEAR: Do we get paid for overtime?

PEOPLE I'D RATHER NOT KNOW: The people who stopped Sinead O'Connor from singing at the tribute to Bob Dylan!

FAVOURITE GAMES: Zelda III, Star Wars, Rescue on Fractulus, 3D Death Chase, Elite, ET, Manic Miner, Doctors and Nurses.

WORST GAMES: ESWAT, Dark Castle, Legion on the BBC Micro - there was a bug which wouldn't let the player past the first screen.

FAVOURITE MUSIC: Sinead O'Connor, The Meteors, Frenzy, Guana Batz, Long Tall Texans, Orbital, St.Etienne, The Charlatans, The La's, The Tailgators (my band).

LIKES: My Peugot 205, Designing and flying hot-air balloons, playing the drums, paragliding, my cat Tigger, B&W Hairwax, clubs, RSPCA, Diesel clothes, designing.

DISLIKES: State of the NHS, cruelty to animals, prejudice.

WORST ARTICLE OF CLOTHING: Green hooded 'Rave' top thing.

FAVOURITE PLANT: Edelweiss

FAVOURITE FOOD: Curries, Pasta, Turkish Delight.

MOST HATED TV CELEB: Timmy Mallet.

WHAT I'D BE DOING IF I WASN'T ON NMS: Mean Machines Sega.

STATE OF WORK DESK: Clean if Frazer stopped pushing all of his muck onto it.

FAVOURITE DART PLAYERS: That fat one.

FAVOURITE SWIMMING STROKE: Butterfly.

BEST PLACE I HAVE EVER BEEN THROWN OUT OF: Madonna's bed.

FAVOURITE FILMS: The Star Wars Trilogy, The Wizard of Oz, Alien, Fried Green Tomatoes at the Whistle Stop Cafe.

FAVOURITE BOOKS: The Mac Bible!, Graphics Design, Whizzer and Chips Annual.

WHAT I WANT OUT OF 1993: Loads of free games, new drum kit, Chevignon MA-1, Luxury flat, Sattelite T.V., Global Peace, etc...

NAME: Fraser Gray.

DATE OF BIRTH: I can't remember - I was very young at the time.

EYES: Two.

SEX: Male.

HEIGHT: 5' 8"

WEIGHT: 10 Stones.

CHEST SIZE: 38"

SHOE SIZE: 8

WHERE DO YOU LIVE: In my imagination.

WHAT SCHOOL DID YOU GO TO: The one of hard knocks.

WORST TEACHER: The one who made me write on foam rubber because I pushed down too hard on my pen...

MOST ANNOYING HABIT: My jokes.

STUPIDEST THING I'VE SAID THIS YEAR: I'm a free-range egg...

PEOPLE I'D RATHER NOT KNOW: Haven't met any yet.

FAVOURITE GAMES: Super Probotector on the Super NES and Bio Hazard War on the Megadrive.

WORST GAMES: Ones I lose at.

FAVOURITE MUSIC: Human League, Enya, Ryuichi Sakamoto, T-Rex, Gary Numan.

LIKES: Japan, the sound of three hands clapping(!), Tom and Dave.(Quite)

DISLIKES: The moment when present meets past.

WORST ARTICLE OF CLOTHING: Birthday suit.

FAVOURITE PLANT: Robert.

FAVOURITE FOOD: Pasta.

MOST HATED TV CELEB: The Word's Mark Lamar for pouring water over Dannii Minogue.

WHAT I'D BE DOING IF I WASN'T ON NMS: Working on Mean Machines.

STATE OF WORK DESK: Untidy.

FAVOURITE DART PLAYERS: Sorry, don't get the point of this question...

FAVOURITE SWIMMING STROKE: Doggy paddle.

BEST PLACE I HAVE EVER BEEN THROWN OUT OF: The BBC.

FAVOURITE FILMS: Blade Runner, Breakfast At Tiffany's, Black Rain.

FAVOURITE BOOK: Ender's Game by Orson Scott-Card.

WHAT I WANT OUT OF 1993: To be a better designer.

NAME: Tom Cornelius Cox.

DATE OF BIRTH: 27/12/68.

EYES: Two (yawn!).

SEX: Yes.

HEIGHT: 5'10".

WEIGHT: Ten and a half Stone.

CHEST SIZE: Don't know.

SHOE SIZE: 8 or 9.

WHERE DO YOU LIVE: Highgate, London.

WHAT SCHOOL DID YOU GO TO: William Ellis.

WORST TEACHER: Ms Spiers.

MOST ANNOYING HABIT: Going EEAAEEERRRRRRREERRRR.

STUPIDEST THING I'VE SAID THIS YEAR: Risky Woods previewgfdu hbvjglds uhfkgfd.

PEOPLE I'D RATHER NOT KNOW: Mr Crack dealer from the badlands.

FAVOURITE GAMES: Super Mario Kart, Parodius, Biohazard.

WORST GAMES: Crazy Planets.

FAVOURITE MUSIC: Slayer, Slow Boat to Barnet.

LIKES: Sag Paneer, Harry Enfield, Elly, The Big Breakfast.

DISLIKES: All politicians, The Royals.

WORST ARTICLE OF CLOTHING: King Kong Boxers.

FAVOURITE PLANT: Gungi Gungi.

FAVOURITE FOOD: Two eggs, beans and chips or curry.

MOST HATED TV CELEB: Henry Kelly.

WHAT I'D BE DOING IF I WASN'T ON NMS: Working somewhere else.

STATE OF WORK DESK: Tidy.

FAVOURITE DART PLAYERS: Jacky Wilson.

FAVOURITE SWIMMING STROKE: Front Crawl (this is really interesting, isn't it?).

BEST PLACE I HAVE EVER BEEN THROWN OUT OF: I never get thrown out.

FAVOURITE FILM: Blade Runner.

FAVOURITE BOOK: London Fields.

WHAT I WANT OUT OF 1993: World peace.

If you were at the fabulous Gamesmaster Live show, you'd know that THE article of clothing to be seen in was an NMS t-shirt. Available in glitzy grey or beautiful black, these wonderful pieces of fashion design sport a grinning Mario above which is the NMS logo - stunning stuff.

* * *

With designers such as Vivienne Westwood and Geoff Banks gagging to know our secrets of fine taste, we are proud - nay, honoured - to offer you, our beloved readers, the chance to own one of these fine shirts.

* * *

Yes, indeed, you too can dress with all the style and finesse associated with the NMS team simply by donning one of these stunning t-shirts. They come in two sizes, young whippersnapper Medium and Tim "Ba"Boone sized XL - just the thing for covering that new gut you've developed since Christmas!

Nintendo
MAGAZINE SYSTEM

HOW TO ORDER

Please complete the coupon and return to NMS T-shirt Offer, Tower House, Sovereign Place, Lathkill Street, Market Harborough, Leicestershire, LE16 9EF.

Please ensure your cheque/Postal Order/International Money Order is made payable to Emap Images Ltd.

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Please include a postage and packing charge of 50p per item within your payment.

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If your order is to be delivered overseas (rest of world postal zones 1 & 2), please include a postage and packing charge of £2.50 per item within your payment.

We suggest that overseas readers pay by International Money Order.

Offer closes on June 20th 1993.

Please allow 28 days from receipt of order for delivery.
Order enquiries, please call 0858 468 811.

Nintendo
MAGAZINE SYSTEM

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I enclose my cheque (address on back) made payable to EMAP Images Ltd. or please debit my Access/VISA account with the sum of

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Please use block capitals

Card Expiry date .... /9...

Mr/Mrs/Miss ....

Address ....

.... Postcode ....

Signature ....

(Please enter quantities required in boxes)

	ITEM	SIZE	PRICE	TOTAL £
☐	Grey NMS T-shirt	M	£6.99	....
☐	Grey NMS T-shirt	XL	£6.99	....
☐	Black NMS T-shirt	M	£6.99	....
☐	Black NMS T-shirt	XL	£6.99	....
			TOTAL	....

Please add 50p per item, postage & packing (Euro/overseas readers see 'How To Order')

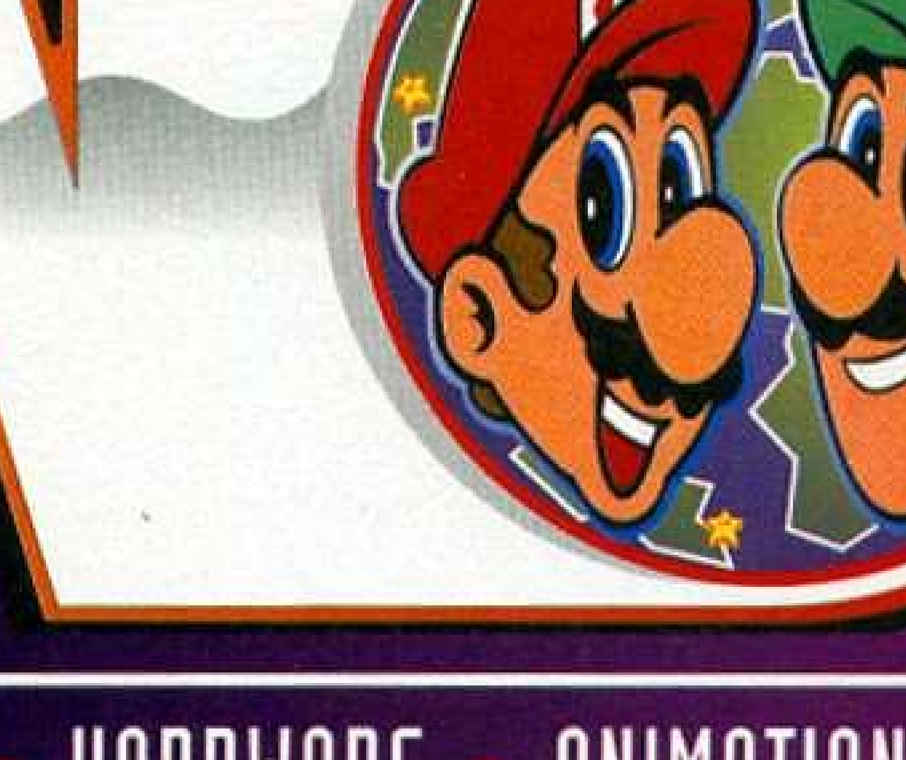
Please allow 28 days for delivery

NMS GO MAD IN

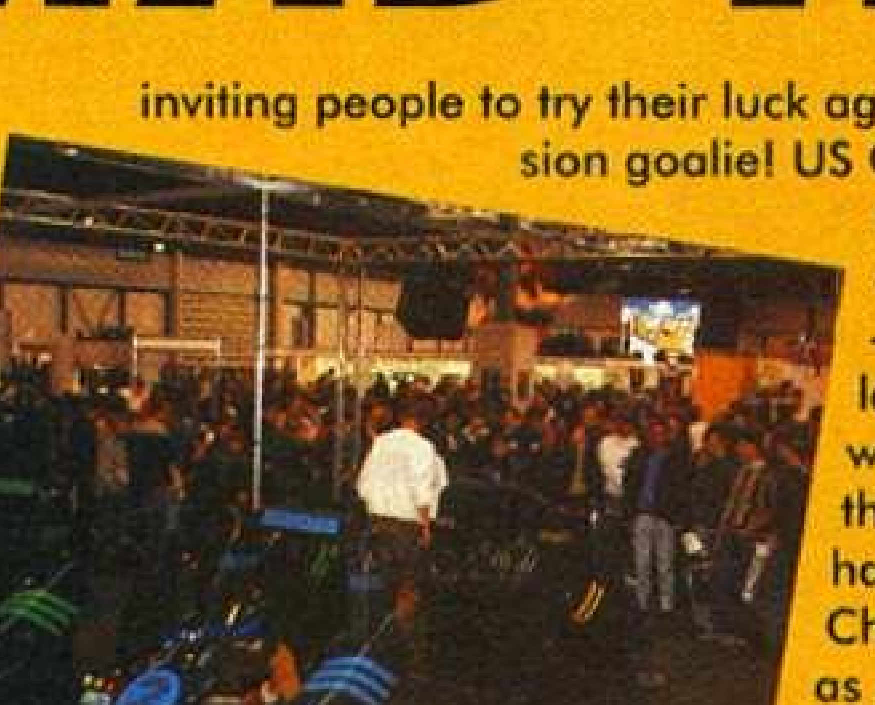
UNBELIEVABLE! You've probably heard already about the runway success of GamesMaster Live, Britain's biggest ever computer games show held at the Birmingham NEC for three whole days in December! The NMS boys were out in force to meet you lot, and what a rip-roaring time we had! Being the super-fit sort of bloke that he is, STEVE MERRET got his voice back first and volunteered to write this semi-diary of events. We were all much too tired to argue, so take it away that man!

DATELINE: Friday December 4. Having dragged themselves out of their respective beds at some unearthly hour, the NMS team struggled on to the 7:10 express to Birmingham. Missing from the bleary-eyed party were Andy McVittie and NMS Street Fighter II champ Gary Harrod, busy putting the fourth issue of NMS to bed. At 8:36 the team pulled into Birmingham station, little expecting what followed...

Spanning halls 6,7 and 8 of the massive NEC, all the major players in the console market were there. Nintendo, of course, sporting a rather spiffy Streetfighter Wall with so many machines we soon lost count! Ocean had a massive video wall showing all their latest titles, and even had an atrocious so-called Kim Basinger lookalike to promote Cool World. In addition, the Mancunian giants were also giving away EVERY computer imaginable and a complete set of Ocean titles for each to one lucky winner every day! Amidst other exhibitors, such as Virgin - whose Quasar proved immensely popular - and EA, who were displaying their Super NES versions of Desert Strike and NHLPA Hockey whilst also inviting people to win customised leather jackets in their Road Rash challenge. Other attractions included Imagineer who were promoting Super Kick Off by inviting people to try their luck against a third division goalie! US Gold had a huge fairground ride and a sumo ring - complete with lardball suits - while Gremlin kept the NMS crew happy with Chupachup lollies as people queued to use their Mansell simulator.



NMS and its sister magazines MEAN MACHINES SEGA and MEGATECH were located bang in the centre of the arena, with Gremlin, EA and Ocean either side of us, and Nintendo and the Gamesmaster stage a short walk away. The proximity of the Nintendo stage proved useful waking tired NMS members up too. Every morning the Bandai lads and lasses had a well impressive work-out, joined by Tim, Steve and brave marketeers Marc Swallow and Sarah Ewing also manning our stand! What's more, we also got to watch the god-awful singers mangling various songs during the early morning Karaoke sessions!



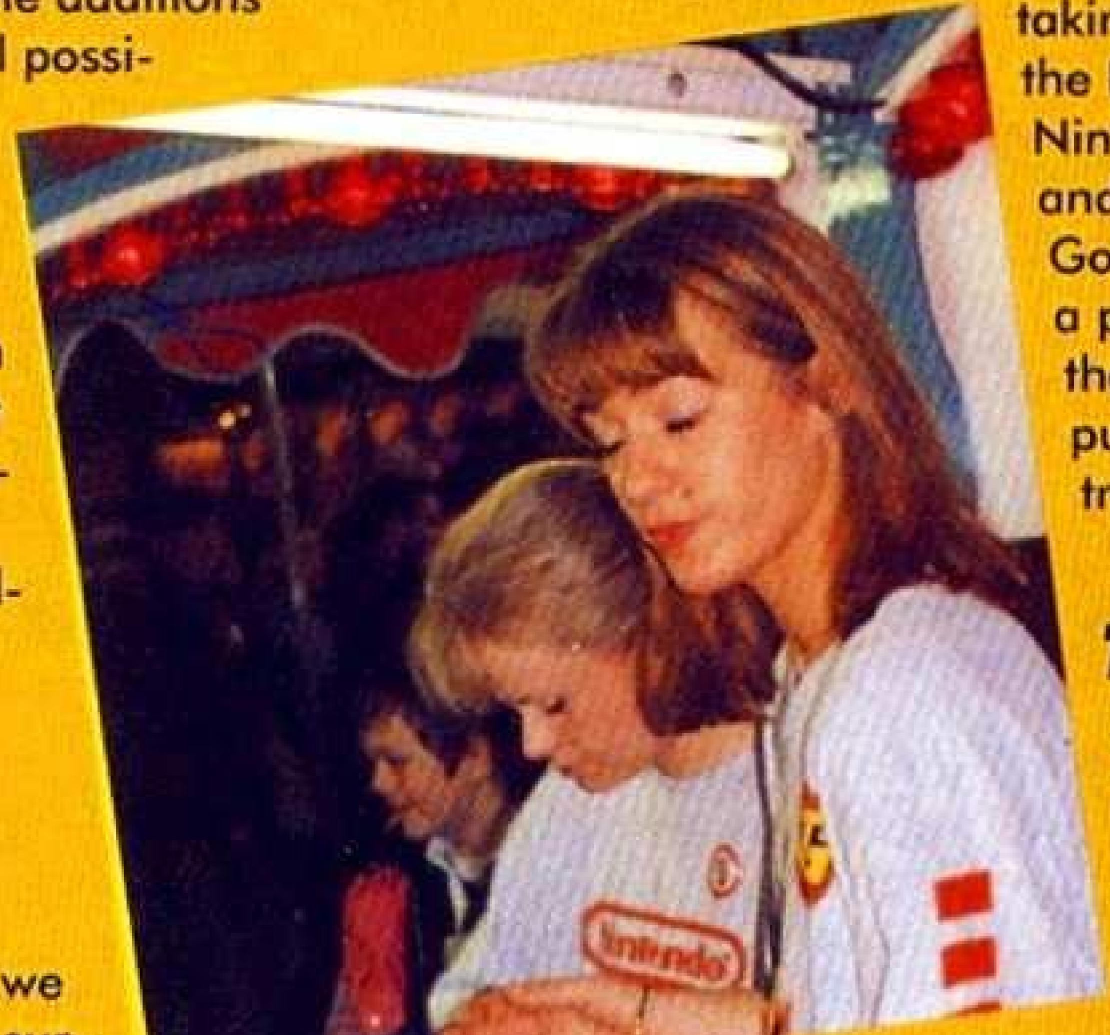
Although we knew the show was going to be good, nothing could have prepared us for the crowds that flocked through the

GAMESMASTER LIVE REPORT

doors. With Tim, Steve, Rad, Jaz, Gus and Paul manning the three stands, they were rapidly swamped with NMS readers and all their time was spent answering questions and signing mags - Madonna's got nothing on us! Our stand also boasted three Street Fighter II coin-ops and the boys were often seen dishing out severe whippings to everyone they played. We also hosted the Street Fighter Championships, which went down a storm.

IRMINGHAM!

- EVENT: GAMESMASTER LIVE!
- BY: EMAP/HEWLAND



Despite the size of the crowds, bunching up and slow progress was avoided thanks to the additions of the NEC's wide aisles and it was still possible to scoot from stand to stand - even at the busiest time of the day. In addition to busying ourselves on the stand, we were also drafted into other areas. Tim, for instance, linked up with Dominik Diamond to win an argument about the so-called bad effects of computer games on Central TV's Friday Night Live and Jaz was presenting challenges on the GamesMaster stand.

FLIPPIN' CRAZY OR WOT?

On the final day, it has to be said that we went a little mad. With the NMS stand surrounded by vast crowds, Tim flipped his lid and started flogging copies of NMS issue 3 and the Street Fighter II video for a quid! Needless to say, we were even busier than before with Steve, Sarah and co running around like madmen trying to answer questions, sign mags, and hand out the said bargains. And just as it would start to quiet down a little, Tim would flip again and start handing out more freebies! By the end of Sunday, we had walked around the stand so many times that we were all three inches shorter, and we'd all lost our voices the next day!

CHALLENGING

Three times a day, Dominic Diamond graced the Gamesmaster stand and invited members of the crowd to try their luck at assorted game. Street Fighter II and Push Over were just two of the games played, with Dominic providing commentary ably abetted by Tim and Jaz. Other challenges were taking place on the EA stand, the Nintendo stand, and over at US Gold - who had a punch ball so that stressed-out punters could try their luck!

THE BEST SHOW EVER!

Although they must rank as the three most tiring days of our lives, there's no doubting that Gamesmaster Live was THE computer games show of the year. We'd also like to take this opportunity to say hello to everybody who took the time to come and see us and have a chat, and to all the people who worked on the stand. It was an excellent event with a brilliant atmosphere, and and with another bigger and better show planned for next year, we're going to do the whole thing again! Watch this space for more news soon!

● MEGAMAN V

Returning for a fifth adventure against the forces of evil this summer is Megaman. In this forthcoming NES platformer, the robo-suited hero is up against the evil Protoman who is threatening the world from his four-storey castle - each of which is guarded by a series of massive robots. As in past games, Megaman picks up an assortment of power-ups to assist his fight for good, and these include a nifty attack robot called Beat who effectively doubles our hero's powers! Once again in the hands of Capcom, Megaman V should hit an NES near you some time in June.

● OVERLORD

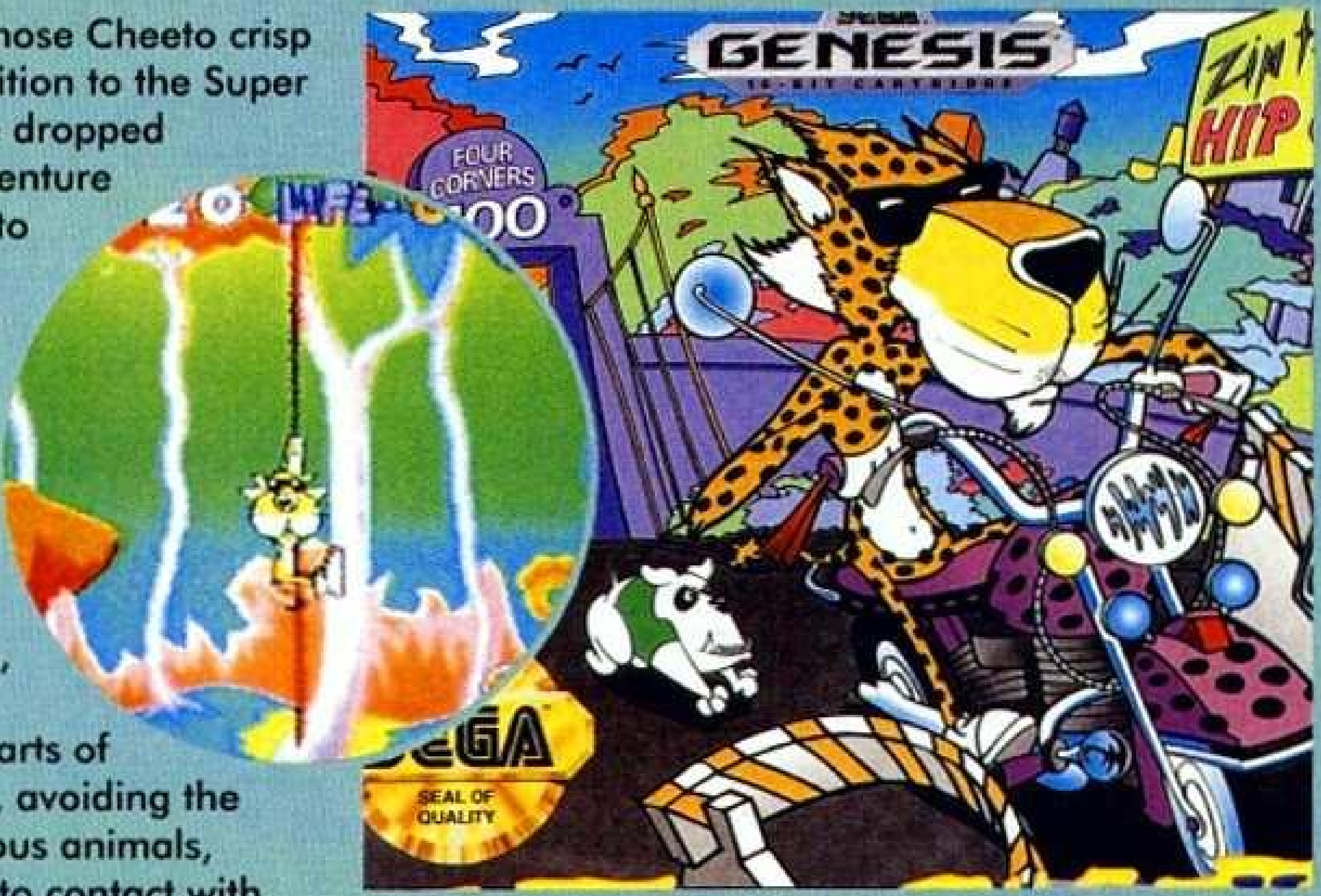
Ex-owners of the Commodore Amiga may have encountered a rather good space strategy affair called Supremacy. Well, lucky NES owners will soon be able to experience its delights - albeit under the new moniker of Overlord. Basically, Overlord is the nearest the NES is ever likely to come in recreating Frank Herbert's Dune series. The game sets the player the task of masterminding the colonisation of four previously inhospitable planets - using a graphically-stunning sequence similar to Star Trek's Genesis device to depict it. Of course, organising such a mammoth task involves building up armies and putting together fleets of ships containing farming, building and factory implements. The Amiga game was instantly regarded as a classic of its type, and the NES version should be available within the next two months.

● CES SHOW

As the hard-working NMS lads work late into the night getting this issue to you, Tim the Ed is currently taking it easy at the CES show in Las Vegas. We'll be bringing you a full show report next month, with news of every new Nintendo game set to hit the machines in 1993 - and beyond...

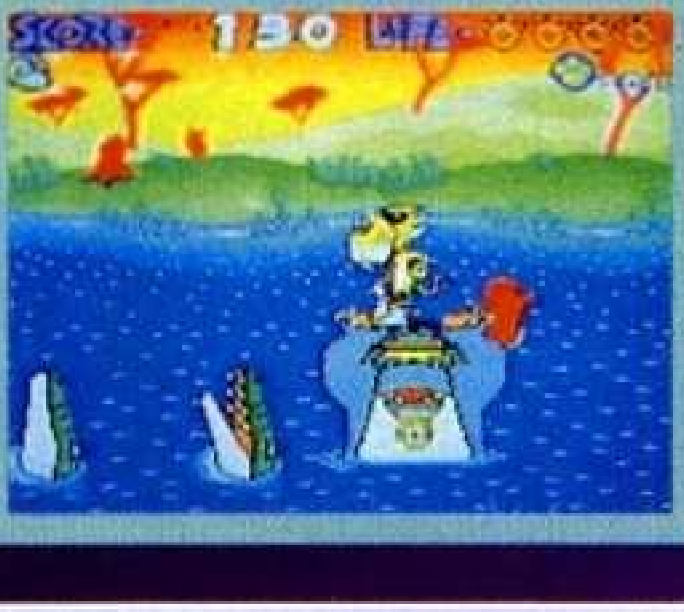
IT AIN'T EASY BEING CHEESEY

Chester Cheetah, the star of those Cheeto crisp ads, is soon to make the transition to the Super NES. Developers Kaneko have dropped Chester in a large arcade/adventure which sees the cool cat trying to escape from a well-protected zoo. To escape from a lifetime of being gawked at by all manner of weirdoes, Chester's mission involves finding his motorbike and re-enacting Steve McQueen's performance in The Great Escape. Unfortunately, though, the zoo owners preempted his plan and have scattered key parts of the bike around the zoo. Thus, avoiding the pursuing keepers and dangerous animals, Chester's search brings him into contact with boxing Kangaroos and rollerblading tortoises. Small caches of Cheetos are used to replenish lost energy, and other objects are available to temporarily endow Chester with special powers such as X-ray vision and super speed. You'll be able to find out whether Chester Cheetah:Too Cool To Fool is as tasty as the Chester's crisps when the game is released in June.



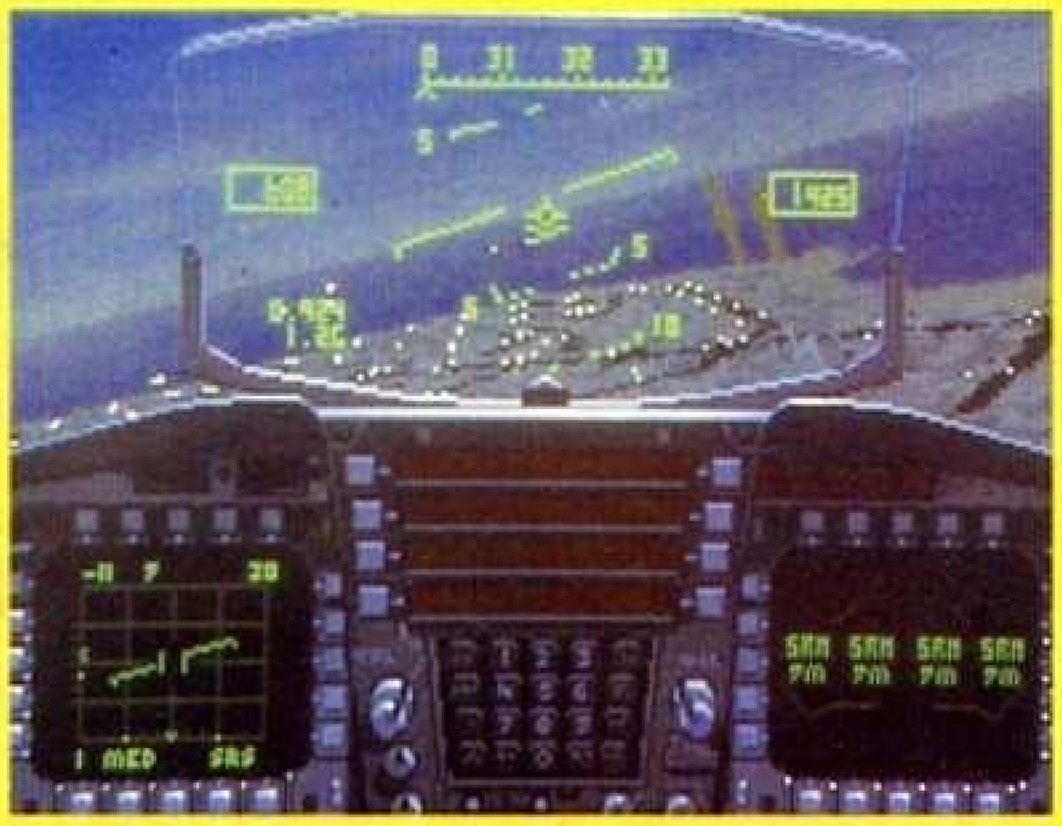
- NEW GAME
- BY: KANEKO
- SUPER NES

▼ The full game has just arrived in the NMS offices, and, to be honest, first impressions aren't that good. A full review will appear next month.



STRIKE TWO

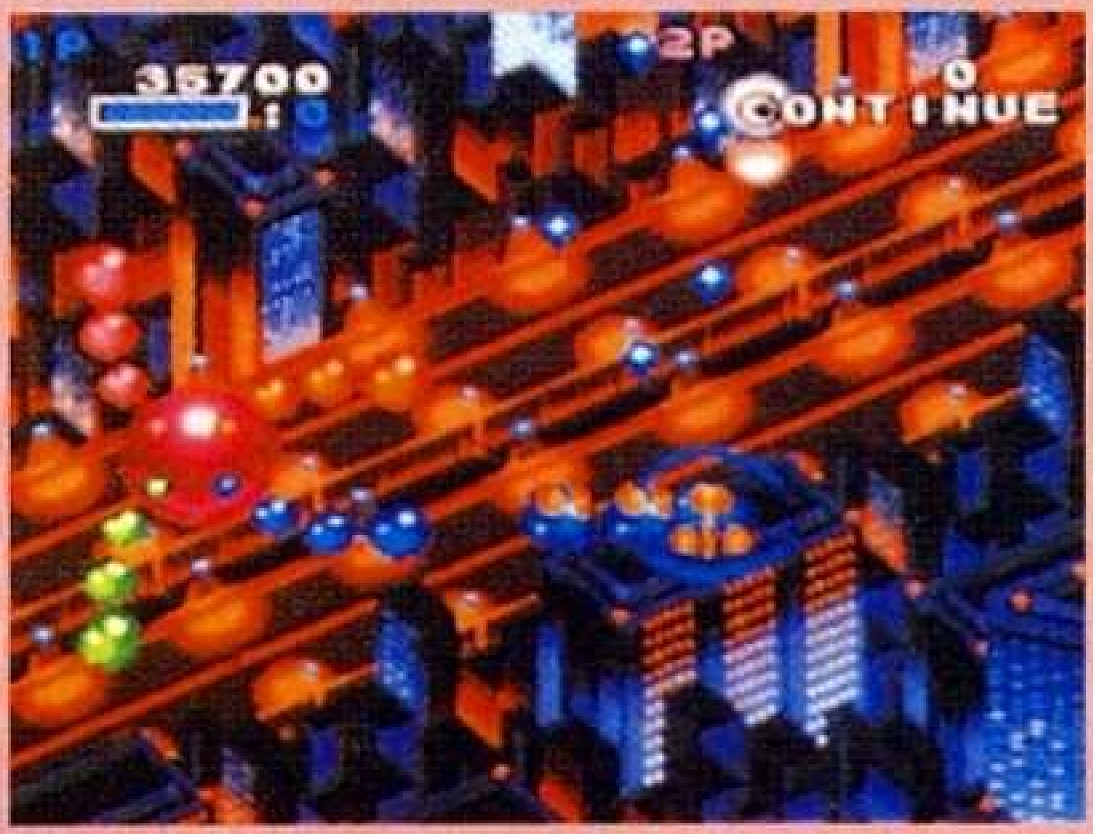
With Microprose's F-15 Strike Eagle cleared to take off on the NES and Game Boy, a Super NES version is also under development. Super Strike Eagle is currently entering play-testing in the US, and is obviously much faster and more detailed than its predecessors. Featuring the same missions as before, Super Strike Eagle makes the most of the Super NES's mode 7 feature to update its planes smoothly in the all-important dogfight scenes. More details are scarce at the moment, but a preview is on its way.



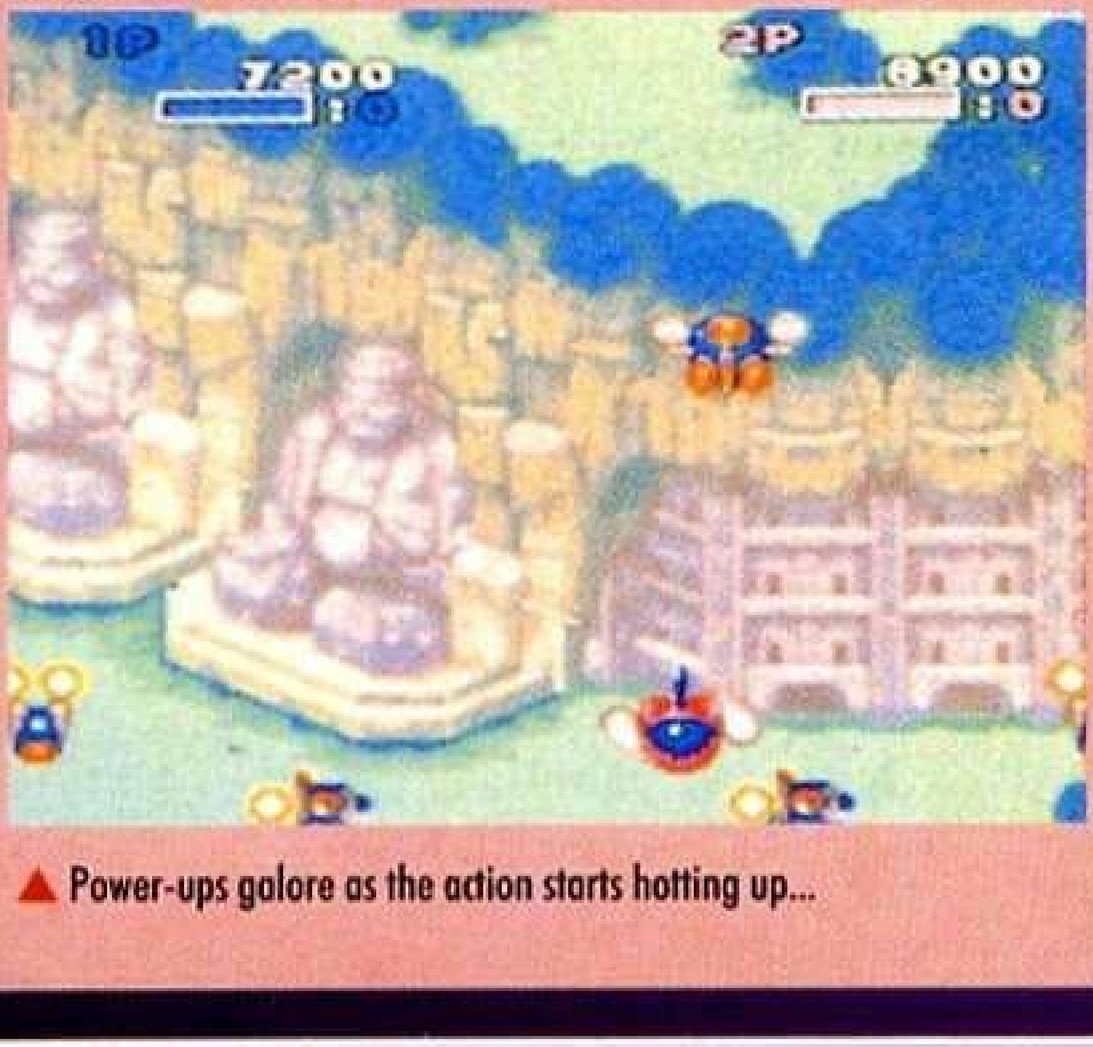
- NEW GAME BY: MICROPROSE
- SUPER NES

BEE IN YOUR BONNET

Formerly known as Bells 'n' Whistles, Twin Bee is another vertically-scrolling blaster set for Super NES stardom. The game first appeared in the arcades and was converted brilliantly to the PC Engine a year or so ago. Basically, the player controls a small space craft which encounters numerous nasties on its way upscreen and the action becomes more fast and furious as the game progresses - a familiar scenario, but Twin Bee is particularly well executed. The coin-op was one of the most under-rated arcaders ever, featuring some of the smoothest shoot 'em up action ever seen, and we're looking forward to the SNES version with bated breath! More news just as soon as we can!



▲ Joining the ranks of Axelay and Super Aleste comes Twin Bee from blast experts, Konami.

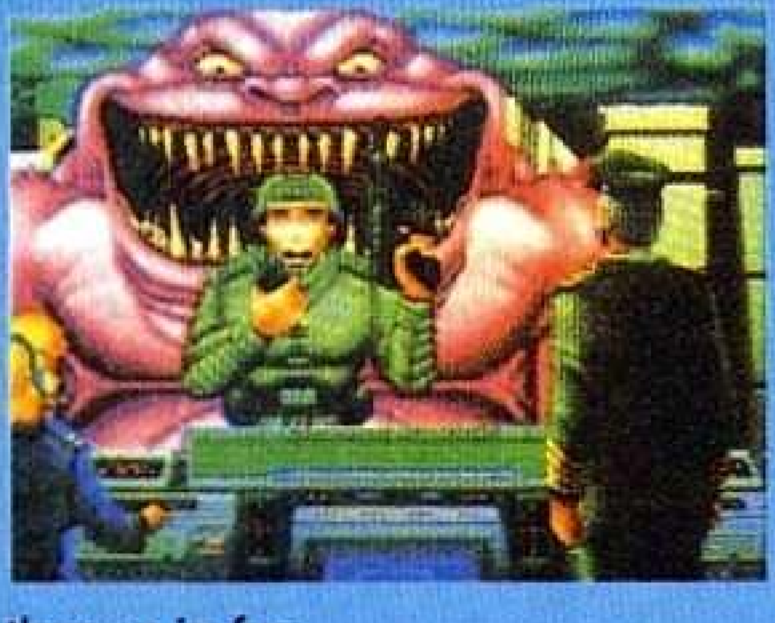


▲ Power-ups galore as the action starts hotting up...

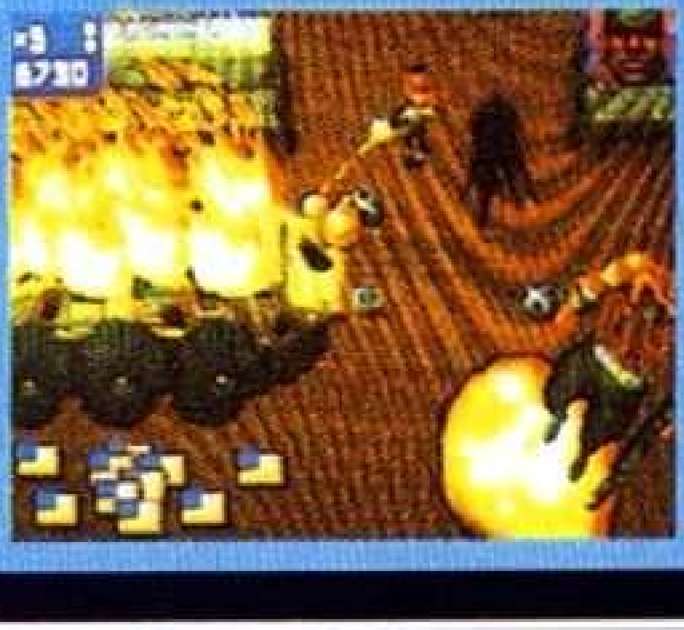
- NEW GAME
- BY: KONAMI
- SUPER NES

CARNAGE GET IT

- NEW GAME
- BY: ACCLAIM
- SUPER NES



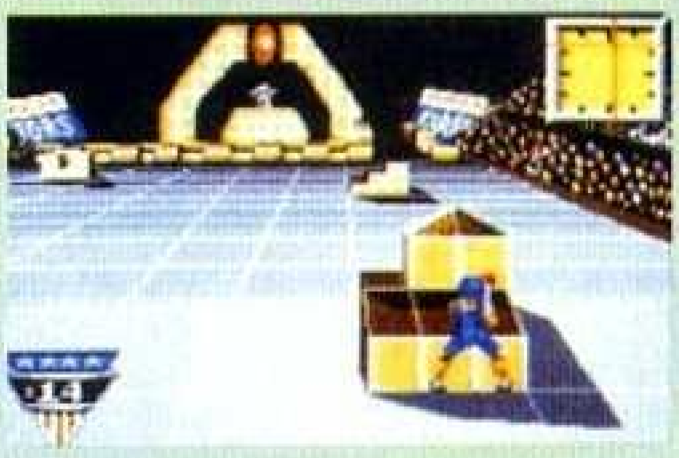
Fans of Smash TV should start gearing themselves up for another megablasting challenge - because the sequel's on its way! Total Carnage abandons Smash TV's gameshow scenario, it instead pits one or two players against the might of an alien invasion. The same 'rotate and fire' control system is used, and even more weapons have been thrown in for good measure. In its arcade form, Total Carnage was one of the most popular coin-ops of last year, and from what we have heard the Super NES game should be equally as hot. There's no release date as of yet, but we expect that Acclaim will be making an announcement very soon.



SPARRING PARTNERS

- NEW GAME
- BY: GAMETEK

Although bashing each other with over-large cotton buds has captured to the imagination of countless viewers, the UK version of Gladiators still can't hold a candle to the US original. In an attempt to bring some of the overseas lunacy to our shores, Gametek are about to reveal an NES multi-event game based on the American series. Featuring all the events of the TV version - including the powerball, the wall, and the pugil-sticks - one or two players are invited to smash the hell out of each other for cash. American Gladiators was programmed by UK development team, Imagitech, and it seems likely that an as-yet unnamed UK software house has their eye on releasing it over here using the ITV Gladiator logo. More news as it happens.



FANTASTIC VOYAGE

Ah, Columbus's epic journey. As he sailed the seven seas in search of the country which was destined to become America, little did we know of the battles he faced. Ah yes, in 1492, Columbus's heavily-armed ship had to do battle with wave after wave of enemy ships and large end-of-sea bosses. Yes indeed, Misawa's Christopher Columbus has certainly taken a few liberties with the epic tale, and has in turn metamorphosed the tale into a horizontally-scrolling blast. Mammoths and power-ups also play a part in this weird blaster, although - perhaps thankfully - there's no news of a UK release date yet.

- NEW GAME
- BY: MISAWA
- SUPER NES

FIGHT, FIGHT, YOU FOOL

In an attempt to add a little variety to the boxing theme, ACS's Power Punch II pits the player against a series of inter-galactic pugilists in a fight to the death. Soon to be available for the NES, a number of special punches are available, but the alien players feature even weirder ones, including the ability to detach their heads or move at light-speed! A panel of impartial judges keep an eye out for dirty moves, but it's possible to distract them to use the odd foul move.

- NEW GAME
- BY: ACS
- NES

BART'S BACK

Springfield's finest resident, Bart Simpson, is once again returning to the NES - this time to fight against Radioactive Man. Donning his Bartman cloak and hat, this scrolling mixture of shoot 'em up and adventure themes sees Bart somehow getting embroiled in a fight with Radioactive Man having fallen into a comic strip(!). Four chapters of action await the yellow-skinned one, and these in turn have been split into thirteen sub-levels. In addition, Radioactive Man has three evil cronies - Swamp Hag, Julius Crab, and Lava Man - and these, too, should be defeated if Bart is ever to escape. Initially armed with his fists and feet, collecting power-ups allows Bartman to fire lasers from his eyes and throw ice crystals. Once again, Acclaim are responsible for this bout of Simpson-based lunacy, and expect a review very soon.

MAKE YOUR OWN CARTOON

Bored of platform games and blasters? Well, all you NES owners will soon have salvation from those imaginative peeps at Konami. With their Tiny Toon platformers gracing virtually every Nintendo console known to man, Konami are now inviting players to have a go at piecing together their own mini cartoons in their latest title, Tiny Toon Cartoon Workshop.. Backdrops, sprites and animation are all at the user's disposal, and assorted preset effects are also on offer. Finally, any finished work may then be saved on to a video tape for further viewing. More news soon.

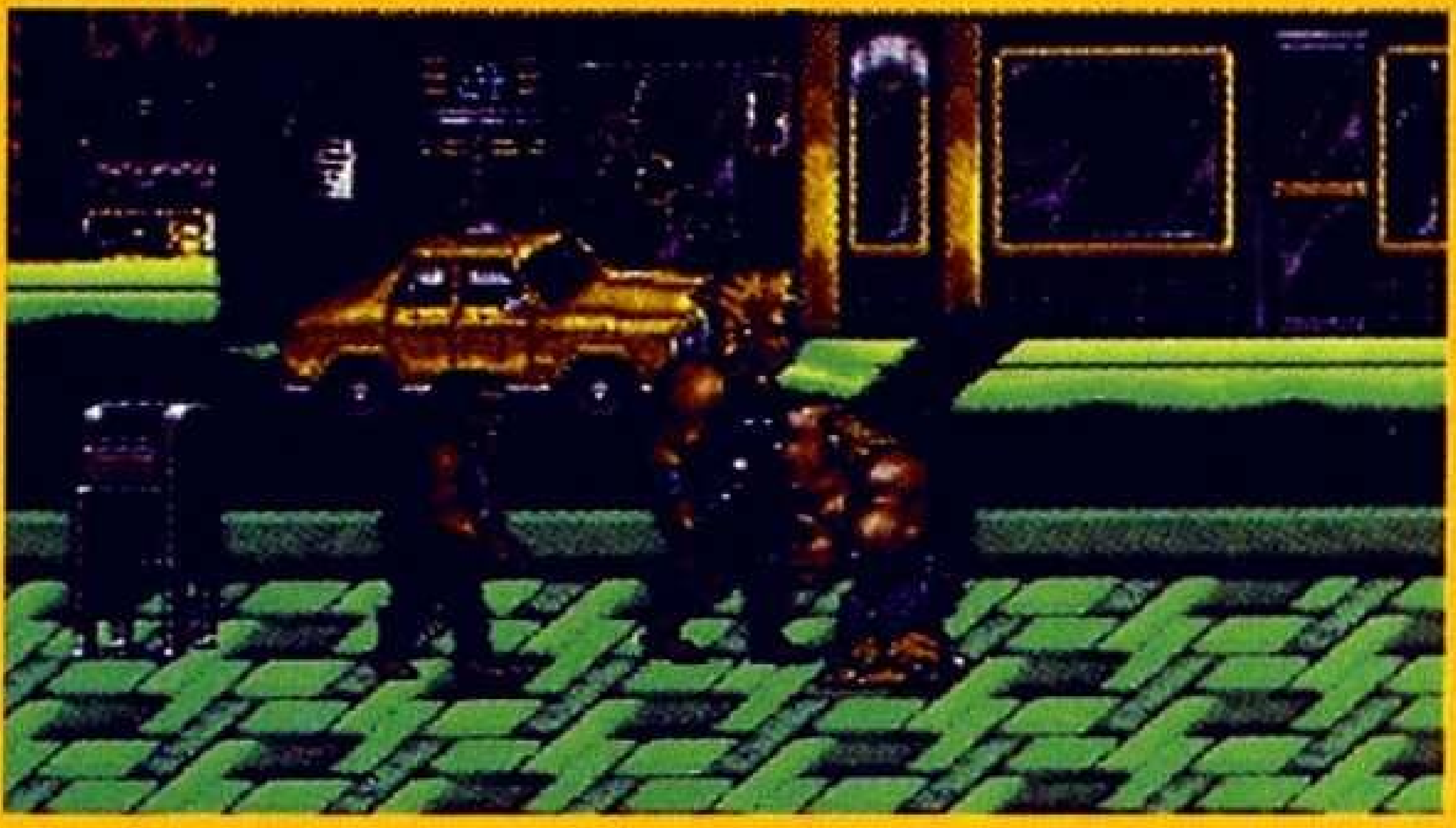
NMS STARS

Having seen Gary Harrod walk away with their Street Fighter II golden joystick, stay tuned to Channel 4's Gamesmaster, because NMS staffers will be there offering their definitive views on all the latest games - fame at last!

TECHNOS SLUGFEST

Starring three street-wise fighters, The Combatribes is another Super NES addition to the Final Fight-style sluggers. For the uninitiated, Combatribes is a conversion of a little-known Tecmos beat 'em up and offers more scrollin' 'n' fumpin' action as the player gets to grips with the evil Splatterhead gang. Controlling one of three characters, the player has a number of punches, kicks and throws at their disposal - including the ability to swing stunned opponents around to KO other fighters! And is this isn't enough for you, there's also a Street Fighter II-style option, where the players are pitted against each other in a one-on-one fight. There's no release date as of yet, but expect The Combatribes to appear on a Super NES near you late this year.

- NEW GAME
- BY: TECHNOS
- SUPER NES
- BEAT EM UP



▲ As with Chester Cheetah, Combatribes has just come into the office - a full review next month.

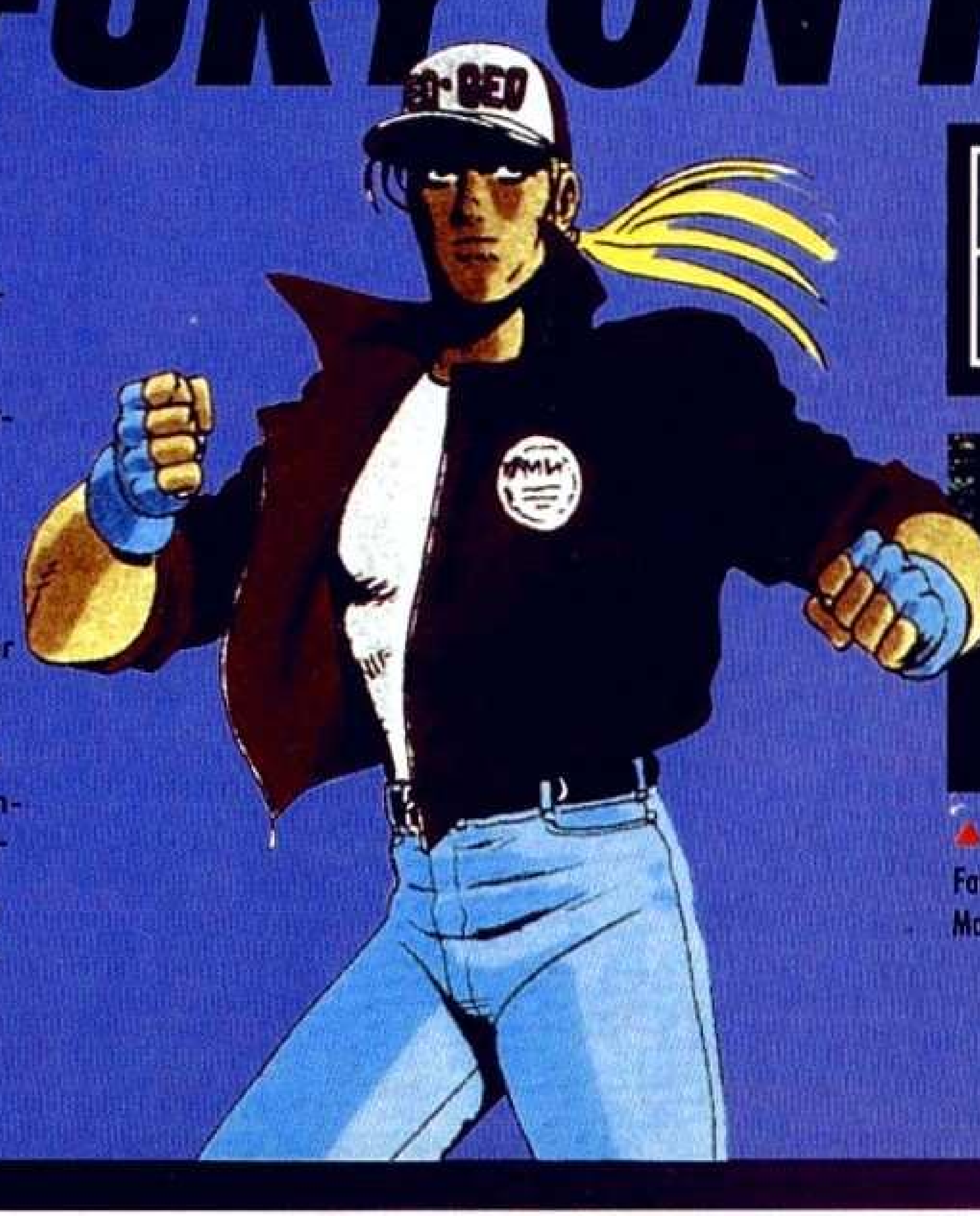
BULLOVA
PLAYER 2
CREDIT

BERZERKER
PLAYER 2
CREDITS

BERZERKER
GAME OVER
CREDIT

▲ There hasn't been a decent Final Fight clone for ages, but is Combatribes better than the terminally dull Sonic Blastman and Super Double Dragon? Let's hope so.

FATAL FURY ON FILM



Following in the footsteps of Street Fighter II, word reaches us of a Manga cartoon series based on the characters of the Fatal Fury games. A weekly series, all the old favourites, such as Joe, Terry and Andy Bogard, and their old enemy Geese Howard make an appearance with the brothers and Joe out to defeat Geese and his henchmen in a series of scenarios. Violence a-plenty is promised and it is expected that the series will be released on sell-thru video later in the year. Incidentally, Joe, Terry and Andy have also made a welcome return in the nation's arcades as Fatal Fury II is finally released. Featuring even better graphics, more sampled sound, and a wider range of moves and opponents the NMS consensus is that the game is a vast improvement over the original. In addition, a Super NES conversion is also under discussion, although concrete details have yet to be announced - although we expect Takara - the converters of the original Fatal Fury - to be the lads responsible. Hopefully, then, they'll get it right this time, as Supoer NES Fatal Fury is most definitely best avoided.

- ANIMATION
- BY: TOEI

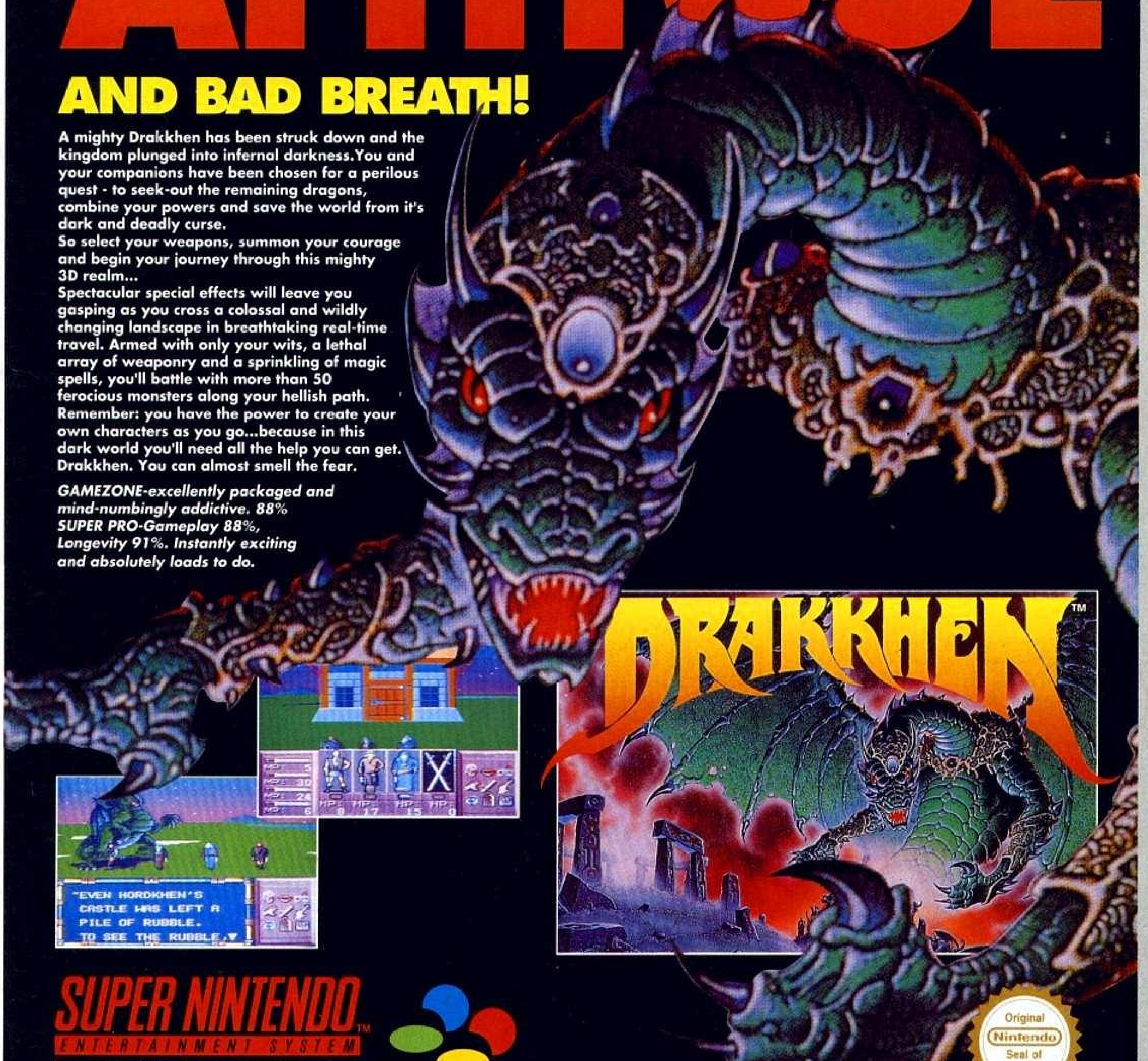
▲ Street violence reaches new levels as Fatal Fury moves from the Super NES to a Manga stockist near you.

THIS DUDE'S GOT A BAD ATTITUDE

AND BAD BREATH!

A mighty Drakkhen has been struck down and the kingdom plunged into infernal darkness.You and your companions have been chosen for a perilous quest - to seek-out the remaining dragons, combine your powers and save the world from it's dark and deadly curse.
So select your weapons, summon your courage and begin your journey through this mighty 3D realm...
Spectacular special effects will leave you gasping as you cross a colossal and wildly changing landscape in breathtaking real-time travel. Armed with only your wits, a lethal array of weaponry and a sprinkling of magic spells, you'll battle with more than 50 ferocious monsters along your hellish path.
Remember: you have the power to create your own characters as you go...because in this dark world you'll need all the help you can get.
Drakkhen. You can almost smell the fear.

GAMEZONE-excellently packaged and mind-numbingly addictive. 88%
SUPER PRO-Gameplay 88%, Longevity 91%. Instantly exciting and absolutely loads to do.



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GAMES WELL WORTH SHELLING OUT FOR

IT'S TROMA TIME!

One of the latest cartoon fads, Troma's Toxic Crusaders, are soon to appear in a scrolling beat 'em up for the Super NES and NES systems. Released through Nintendo themselves, Toxic Crusaders features that well-known radioactive hero, Toxie, battling against Dr Killemoff and his many cronies. Toxie is armed with his trusty mop to dish out justice, and he also has a number of devastating moves at his disposal. It seems likely that Bandai will be distributing Toxic Crusaders in the UK, and a review should follow in the next two months.

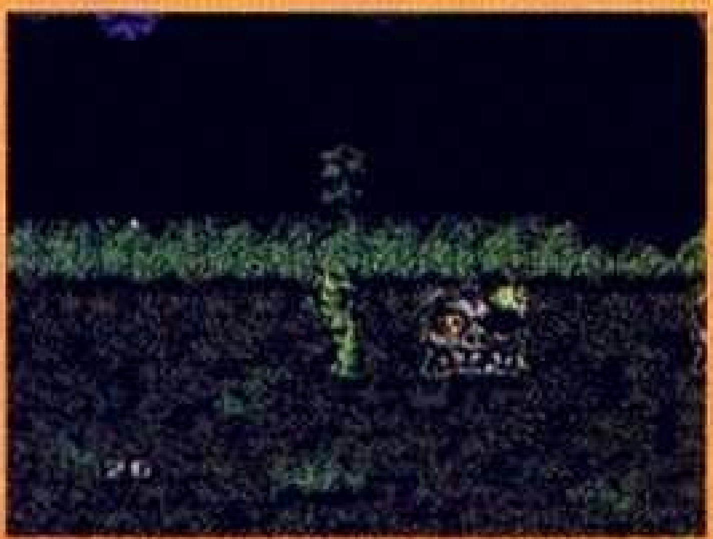
- NEW GAME
- BY: BANDAI

IT'S CLEAN UP TIME!

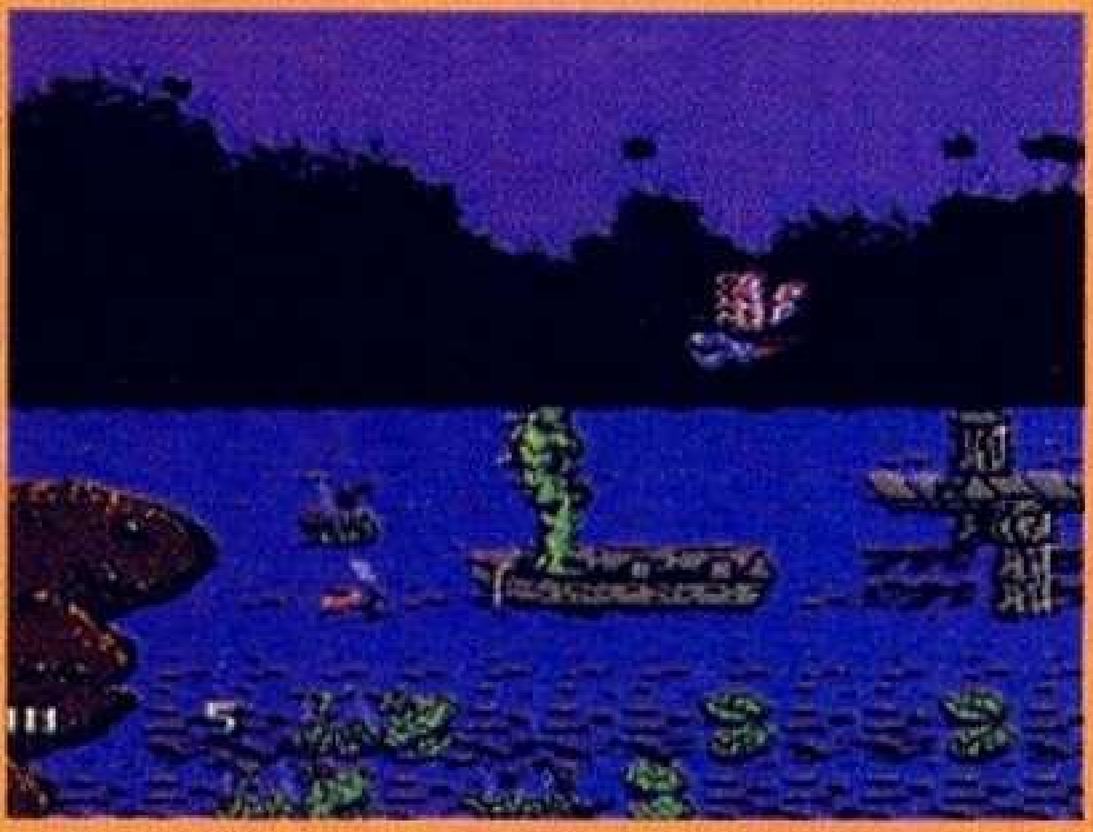
BOG OFF!

Currently enjoying a revival through his Saturday morning cartoon, Swamp Thing's fortunes now see him about to slime on to the NES. The evil Doctor Arcane is on the trail of a special potion which, if mixed properly, will revert Swampy to his normal human form. Arcane has also created a series of mutants to aid him in his search. As Swamp Thing, the player guides our botanical hero across a series of platform-laden screens, whilst also getting to grips with Arcane's mutants. There are four levels in all, and Swampy's task is made slightly easier by the power-ups which have been conveniently left around the play area - including stones which Swampy throws at any oncoming foes. THQ are the team behind Swamp Thing, and it'll be available some time in March.

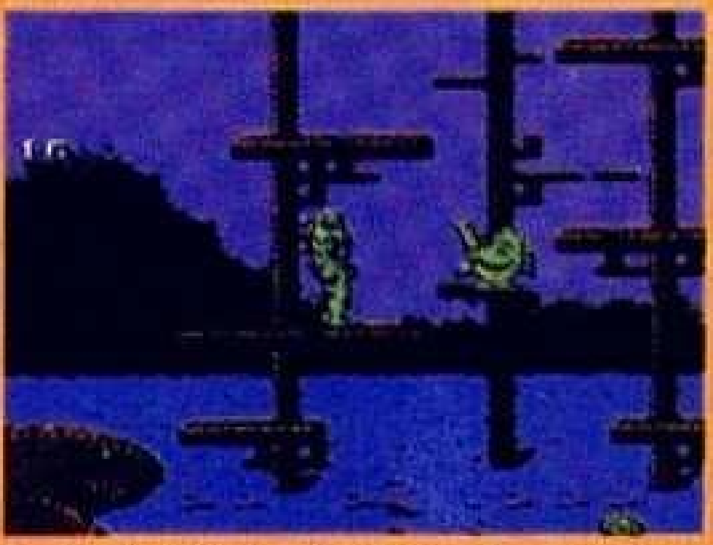
- NEW GAME
- BY: THQ
- NES



▲ Based on the kids' cartoon of the same name - here's Swamp Thing.



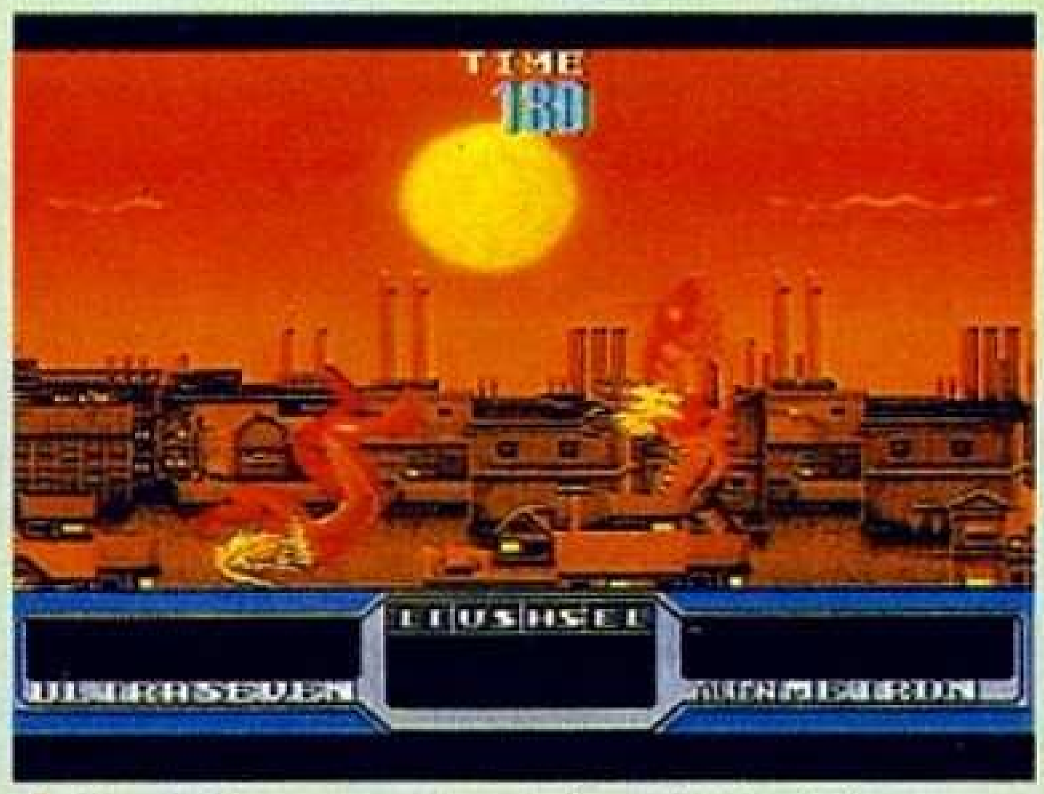
▲ Dozens of Arcane's evil adversaries stand between Swampy and his long-term nemesis.



▲ Each of the four levels introduces new mutants to contend with.

ULTRASEQUEL

Although his first Super NES adventure was a trifle disappointing, Ultraman fans should start preparing for his next game - the logically-titled Ultraman VII! Once again using the one-on-one beat 'em up theme, Ultraman VII pits the bullet-headed hero against a series of outlandish aliens. Apparently, several new moves have been added to give a little more variety to the otherwise limited action but, apart from that, news is scarce. A full review should follow soon.



▲ After the first game, perhaps it's better that Bandai have skipped straight to number seven in the series.

- NEW GAME
- BY: BANDAI
- SUPER NES

STREET FIGHTER II

NES VERSION IN THE WORKS

IT'S OFFICIAL! Just as we were putting this issue of NMS to bed, word reached us of a forthcoming NES version of Street Fighter II! A top level contact reports that Nintendo have licenced the conversion out to an as-yet unnamed developer and the game should be released later this year. Quite what limitations will be imposed by the relatively humble NES chips is unknown, but a dodgy pirate version has been doing the rounds in Japan with only four characters, although it seems unlikely that Nintendo would want the same of its official version. As soon as there is anything else to report, you can be sure we will print it. Stay tuned...

- NEW GAME
- BY: CAPCOM
- NES

THE HAT IS BACK!

Before searching for the Lost Ark and invading the Temple Of Doom, Indiana Jones explored the world in an attempt to rescue a rare artifact from the elusive 'Claw' - well, according to Jaleco, anyway. In their new NES arcade/adventure, The Young Indiana Jones Chronicles, Indy explores five zones in search of Claw and the missing valuable. Starting in Mexico, Indy battles against all manner of baddies before moving on to France and eventually to a dogfight above the German cities - and then on to the Claw's secret lair. All manner of extra weapons are at hand, and these include knives and grenades. There's no release date as of yet, but stay tuned.

GROAN ALONE

Oh good (heavy sarcasm), lucky NES owners are soon to share the not at all contrived adventures of Macauley Culkin in Home Alone II as THQ prepare to unleash a tie-in sometime in the next few months. For those of you who haven't seen the film, basically the events of the first Home Alone are magically transported to New York, as Kevin McCallister's parents once again lose him - I bet Esther Rantzen doesn't know about this. However, armed with five useful weapons, Kevin's NES alter ego is given a series of scrolling locations within which to defeat the pursuing Wet Bandits who he got locked up in he first film. We can't wait...

GOT THE TIME ON YOU, CLOCK!

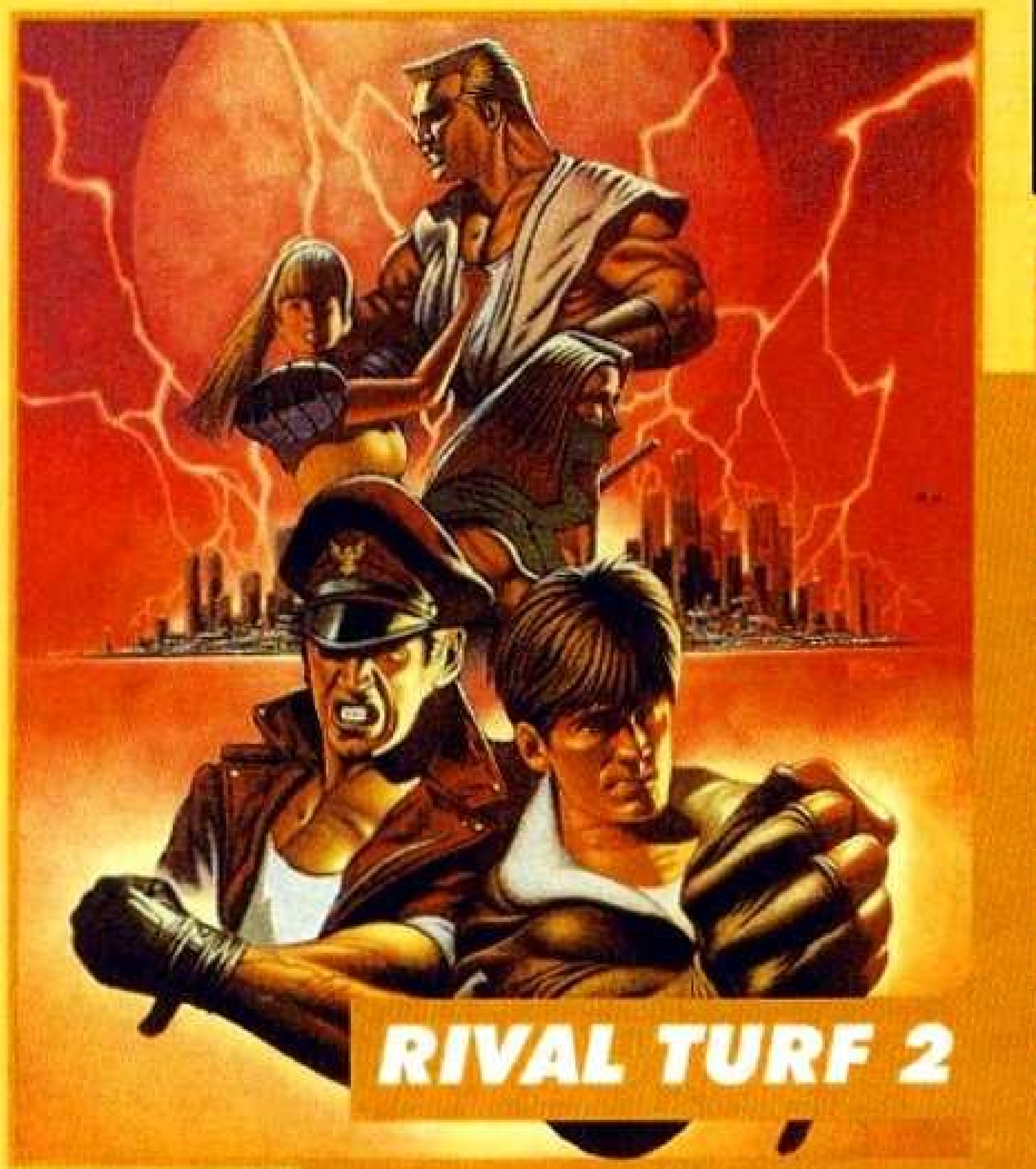
What's the spookiest piece of Mario merchandise we've seen this Christmas? The large Mario alarm clock, that's what. So ugly is this device, that our very own Dave Kelsall has had endless nightmares since he saw one - or perhaps he just looked in the mirror...

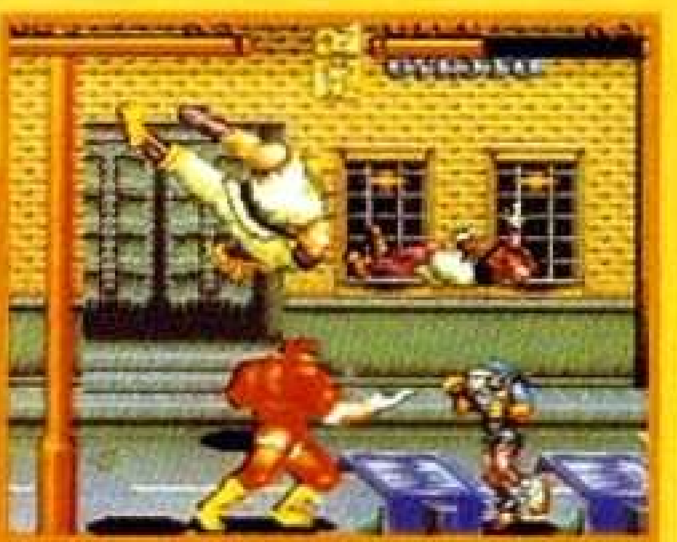
JALECO GET BUSY

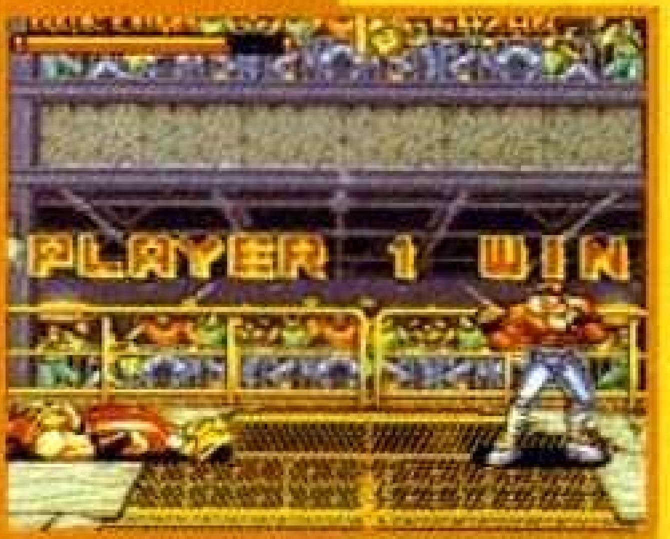
- NEW GAMES
- BY: JALECO
- SUPER NES

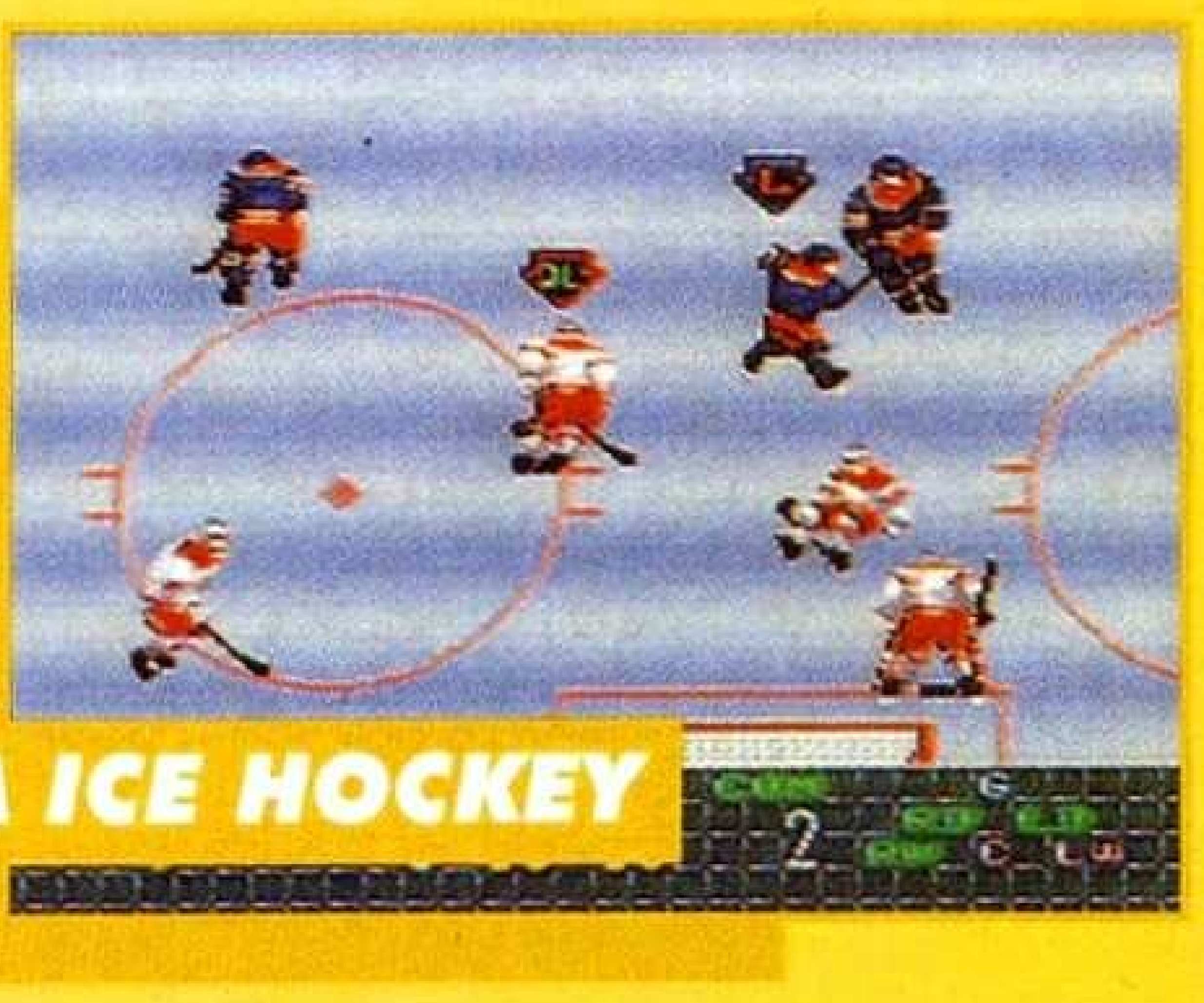
Super NES owners are soon to be inundated by a series of newies from Jaleco. Leading the pack is Dead Dance, a massive 16MEG beat 'em up featuring some of the largest sprites to hit the machine. Controlling a streetwise punk, the player is faced against a series of oddball fighters in the usual fight to the death - hopefully theirs! However, to ensure that the advantage is entirely in their favour, your opponents carry all sorts of weaponry, including spears and knives, so the battle isn't going to be easy. Along the same lines comes Rival Turf 2 which again enters beat 'em up territory, with the player and a friend out to rescue their true love (they obviously share her) from the hands of a massive crimelord. Details are a little scarce at the moment, but expect a full preview very soon.

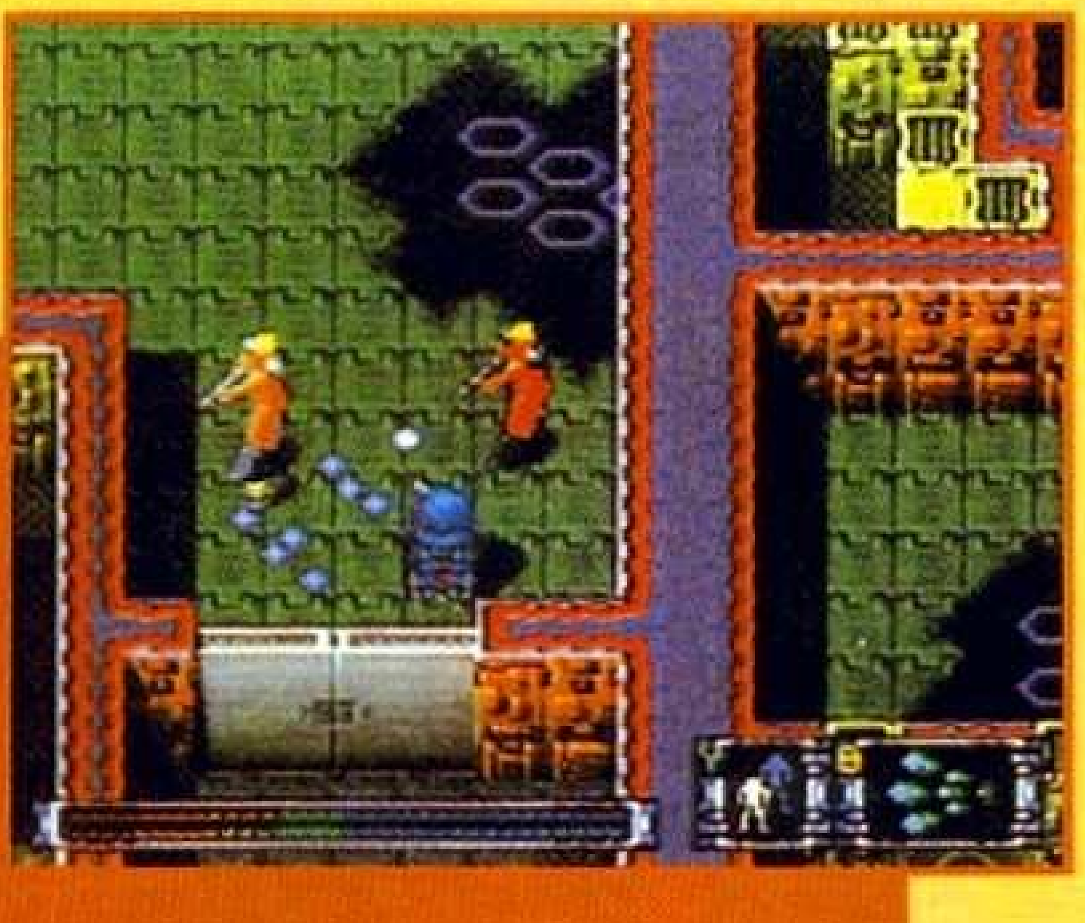
Fans of Ice Hockey are similarly well catered for as USA Ice Hockey limbers up for a Super NES debut. Using the same viewpoint as EA's NHLPA, USA Ice Hockey features larger sprites and film-like intermission screens whenever a goal is scored of if a fight should ensue. One or two-player action is promised, and this looks like it could be a winner. Finally, Jaleco are also working on an as-yet unnamed Alien Syndrome clone. Armed with a powerful laser, the player is dumped in a series of alien-infested corridors, and has only a limited time in which to find the exit. A title should have been decided by the next issue, so more news then.

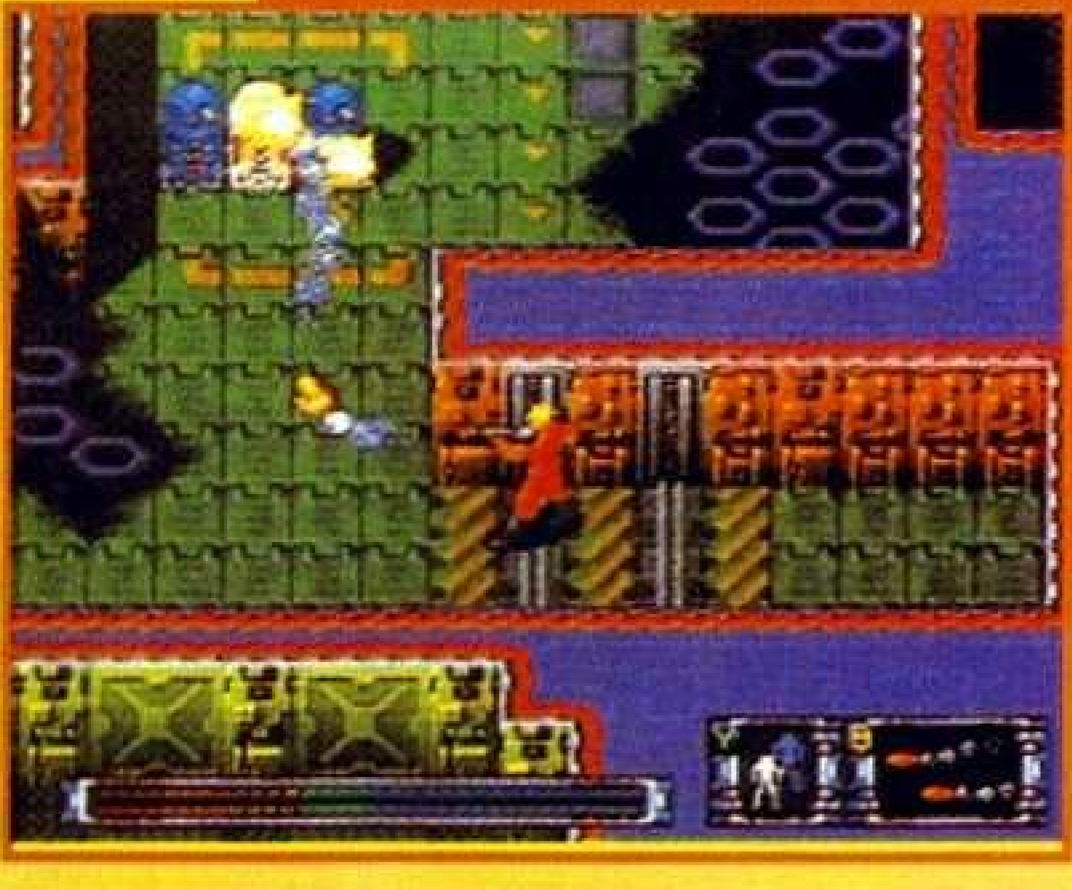

RIVAL TURF 2

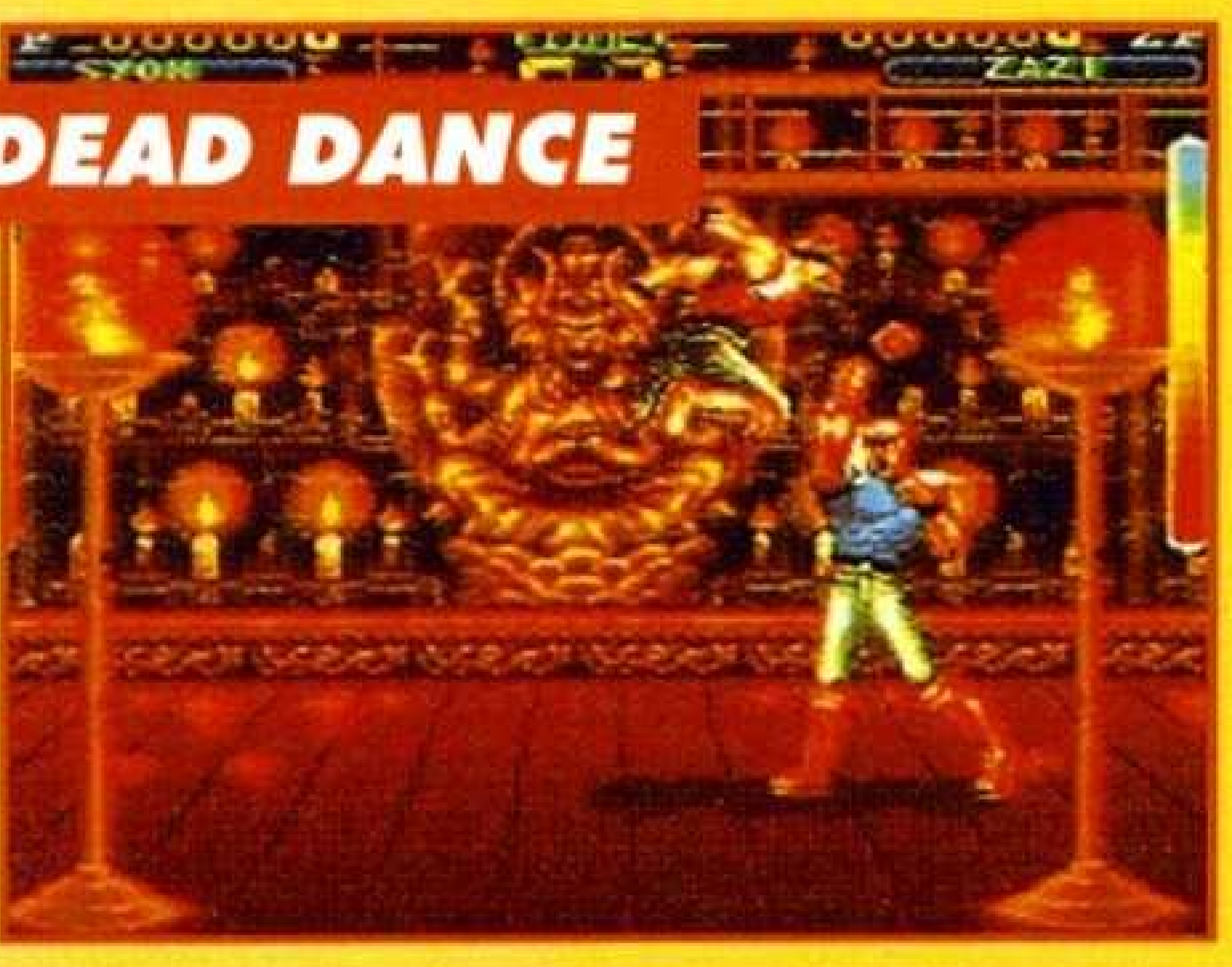





USA ICE HOCKEY



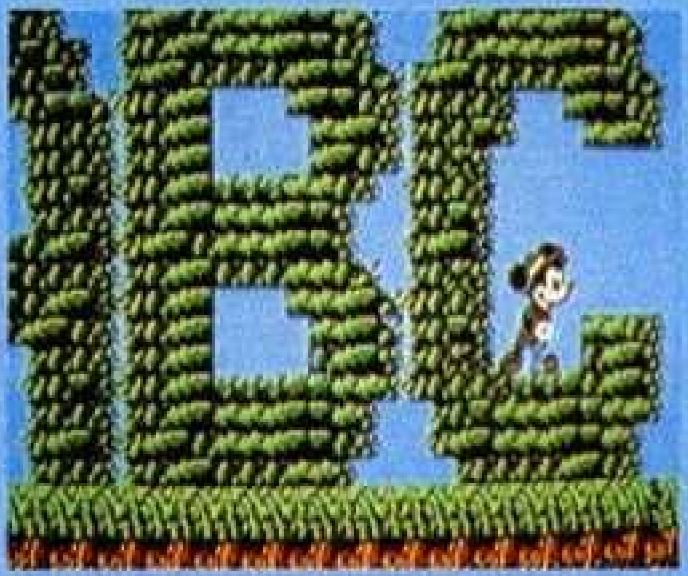



DEAD DANCE

LETTERS PRAY

One for the younger player, Mickey's Safari In Letterland mixes educational aspects with the mouse-related platform fare we have come to expect. A series of important letter tablets have gone missing from the local museum, and Mickey has volunteered to the retrieve them. Guiding him across a massive scrolling play area, the player negotiates a series of platform-based screens whilst avoiding all manner of anti-Mickey creatures. Whether the game manages to successfully combine education with arcade action remains to be seen, but Mickey should be hitting the NES in May.

- NEW GAME
- BY: NINTENDO
- NES

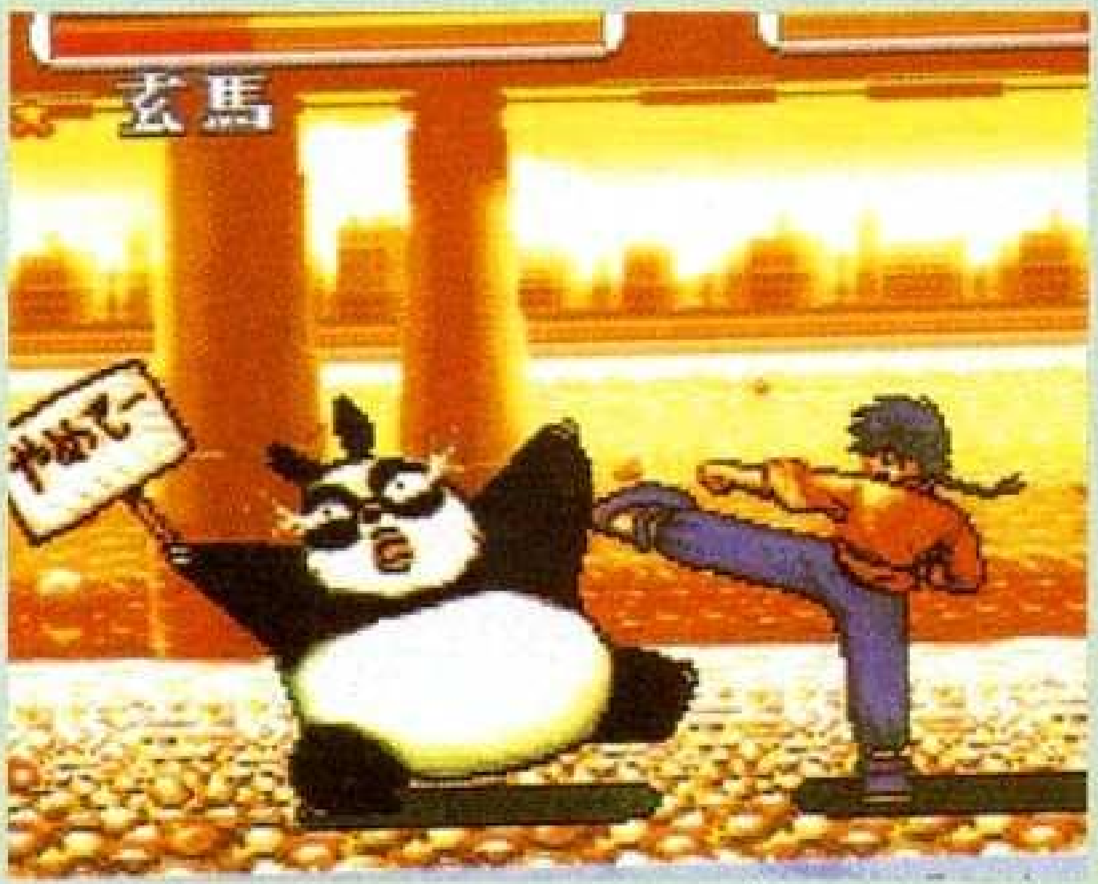


▲ Mickey gets all educational in the spanking new title for all you "younger" players out there.

RANMA ROUND!

- NEW GAME
- BY: NINTENDO
- SUPER NES

One of the weirdest beat 'em ups we have seen, Ranma, has been crammed into a 12MEG cart for an impending release. Selecting one of a number of fighters - including a vicious Panda(!) - Ranma is basically the weirdest one-on-one fighting game you are likely to see. Each of the game's twelve characters features a variety of attacking and defensive moves with the Panda relying on his enormous bulk , for instance, whilst others specialise in headbutts and low kicks - one guy is even armed with a bow and arrow which fires lightning bolts! There'll be a full review of this oddity next month with more details for your delectation.



MORE TENNIS MARLARKEY

Game Boy-owning John McEnroe wannabes have salvation at hand later this year as UBI Soft release Pro Tennis Tour for the little handheld. Using massive sprites to depict the players, Pro Tennis Tour invites the player to compete around the world for cash prizes whilst playing some of the toughest players around. Considering the two button limitation of the Game Boy, UBI Soft claim to have managed to cram in all the expected lobs, spins, and smashes Tennis fans have come to expect. In addition, the game also makes use of the Game Link cable to allow to players to compete against each other - although it's not sure whether they can play together in a doubles match. A definite release date hasn't been decided for the game, but UBI Soft are hoping to have it in the shops towards the end of April.

- NEW GAME
- BY: UBI SOFT
- GAMEBOY

● WHAT THE DEVIL?

Super NES-owning Golf fans have never had it so good, with PGA Tour and Irem Skins already gracing their machine. On their way from Japan, though, are no less than three versions of T&E Soft's Devil's Course series. Boasting what T&E claim are the most detailed 3D graphics yet, Devil's Course offers a full set of clubs and assorted weather and ground conditions. The four carts offer a series of international courses, ranging from beach-side ranges to particularly tricky tree-lined courses. A release date has yet to be set, but June seems likely.

● SELF SERVICE

French developers Loriciel are set to take the likes of Super Tennis and Amazing Tennis head-on as they unleash International Tennis Tour. Based on their popular Amiga Tennis games, International Tennis Tour is a one or two-player game using a split-screen mode for the latter. All the usual varieties of court surface and and shot styles are available, and the game hits a Super NES near you some time in May.

● SON OF A BEACH

Don those loud shorts and rub sunblock on your forehead, because a Super NES conversion of California Games II is on its way. Featuring five events - including body boarding, snow boarding, hang-gliding and skateboarding - Cally Games II has been programmed to make use of Mode 7 during its 3D sections. In its PC and Amiga forms, California Games II came in for a bit of a kicking - mainly due to its slow running speed. However, if the speed problem is solved it seems that Cally II could be a winner. More news soon.

ADVANCE SCREENING

PREVIEW SYSTEM

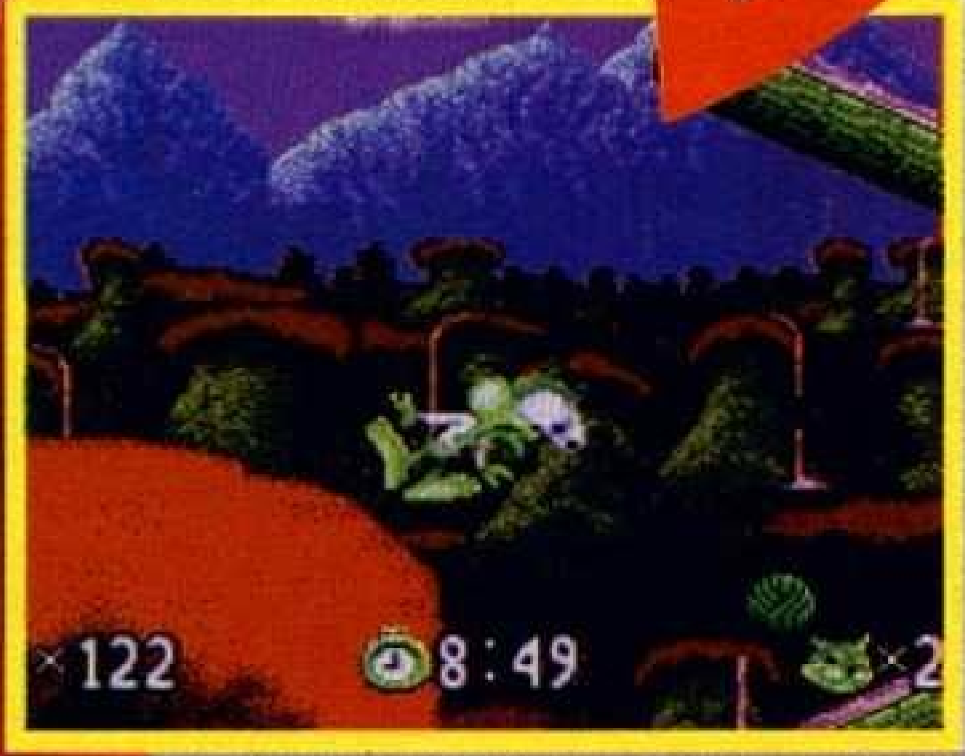
BUBS

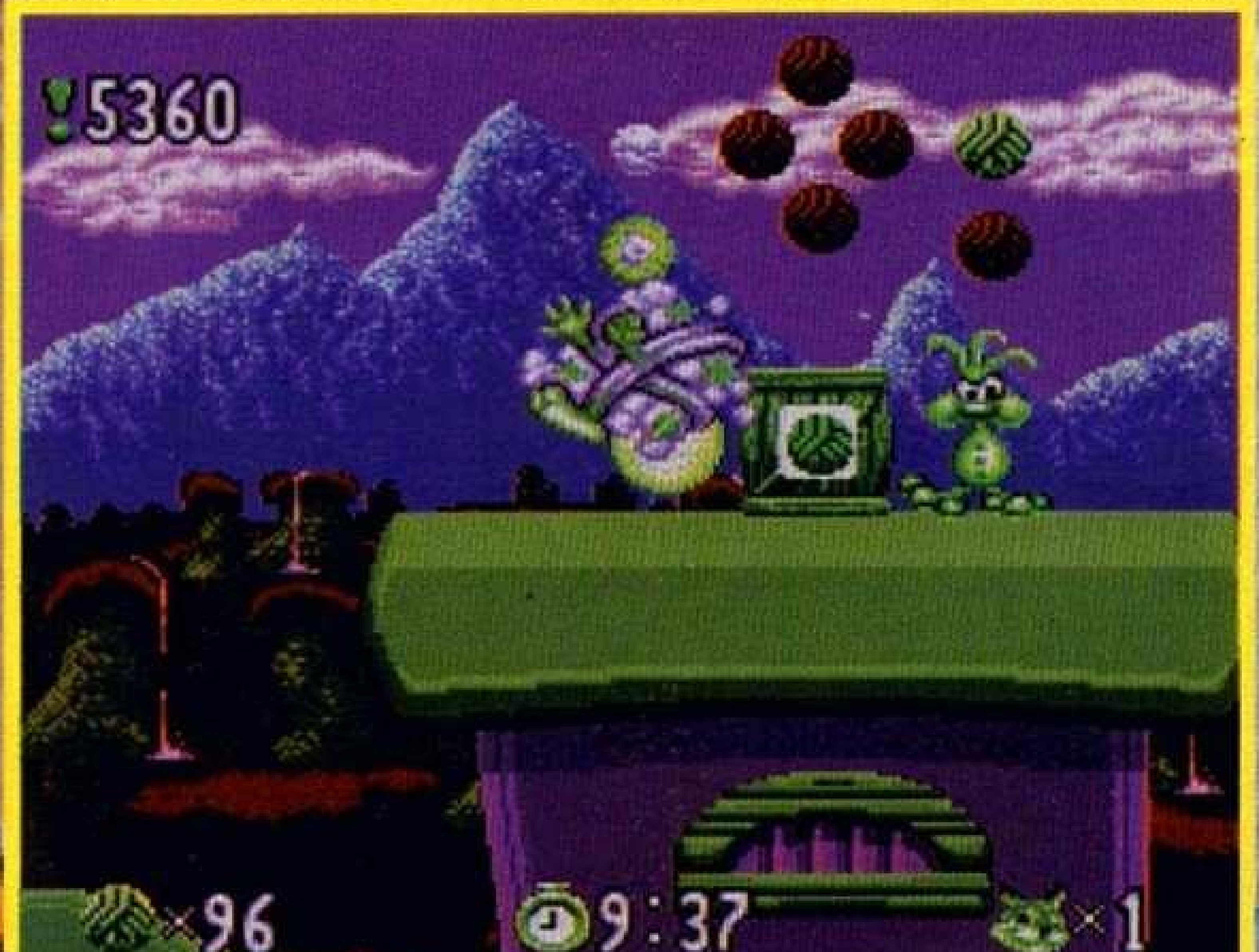
Could it be true? Could anyone be faster than that spiky blue hedgehog in trainers and his two-tailed sidekick? Accolade reckon they've done it with Bubsy the Bobcat, and from the looks of things they could be right! Already Bubsy looks set to become the surprise Super Nintendo hit of the year, so NMS grabs the cart for an in-depth preview as only NMS knows how! So without further ado, let's get down to business!

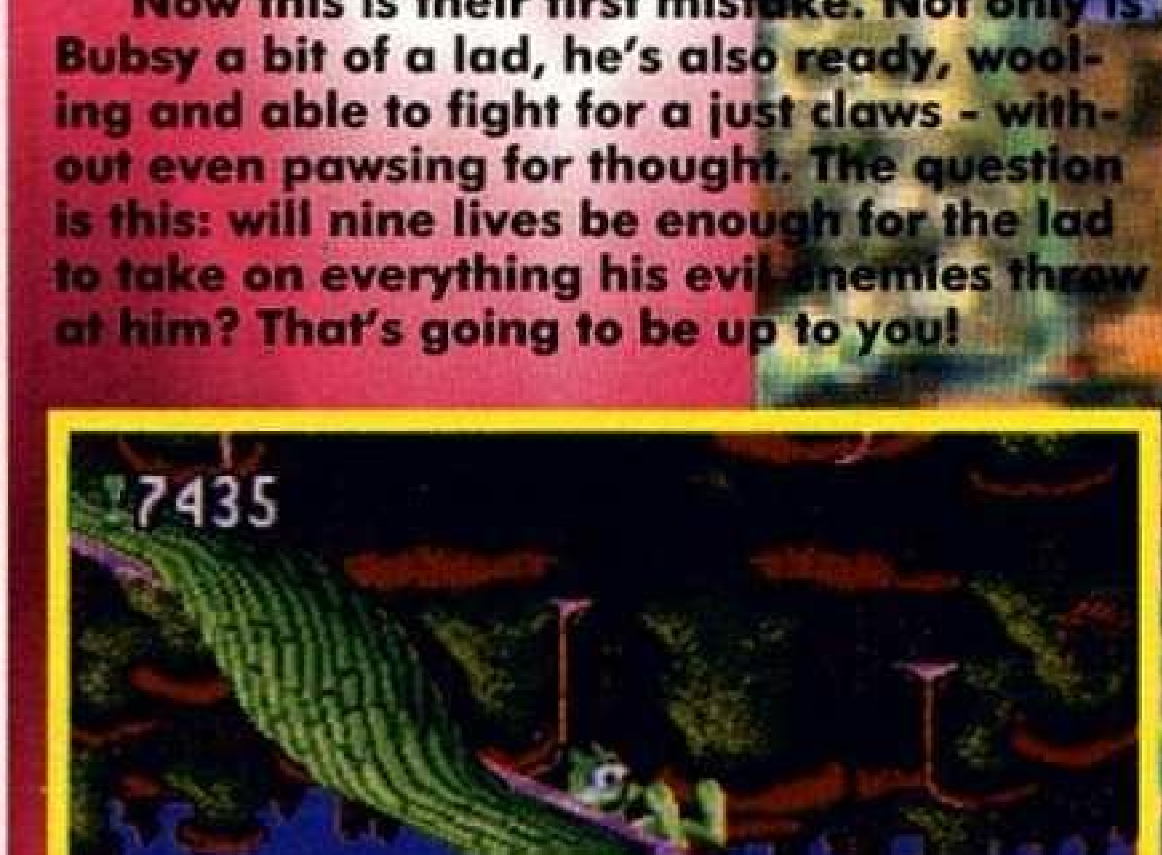
Far out in the, well, farthest reaches of space live an alien race called the Woolies on the weird world of Rayon. Naturally these Woolies like a bit of the old knitable, so their twin queens, Poly and Esther, order their henchman Professor Nylon to scour the cosmos and plunder as much of the stuff as he can.

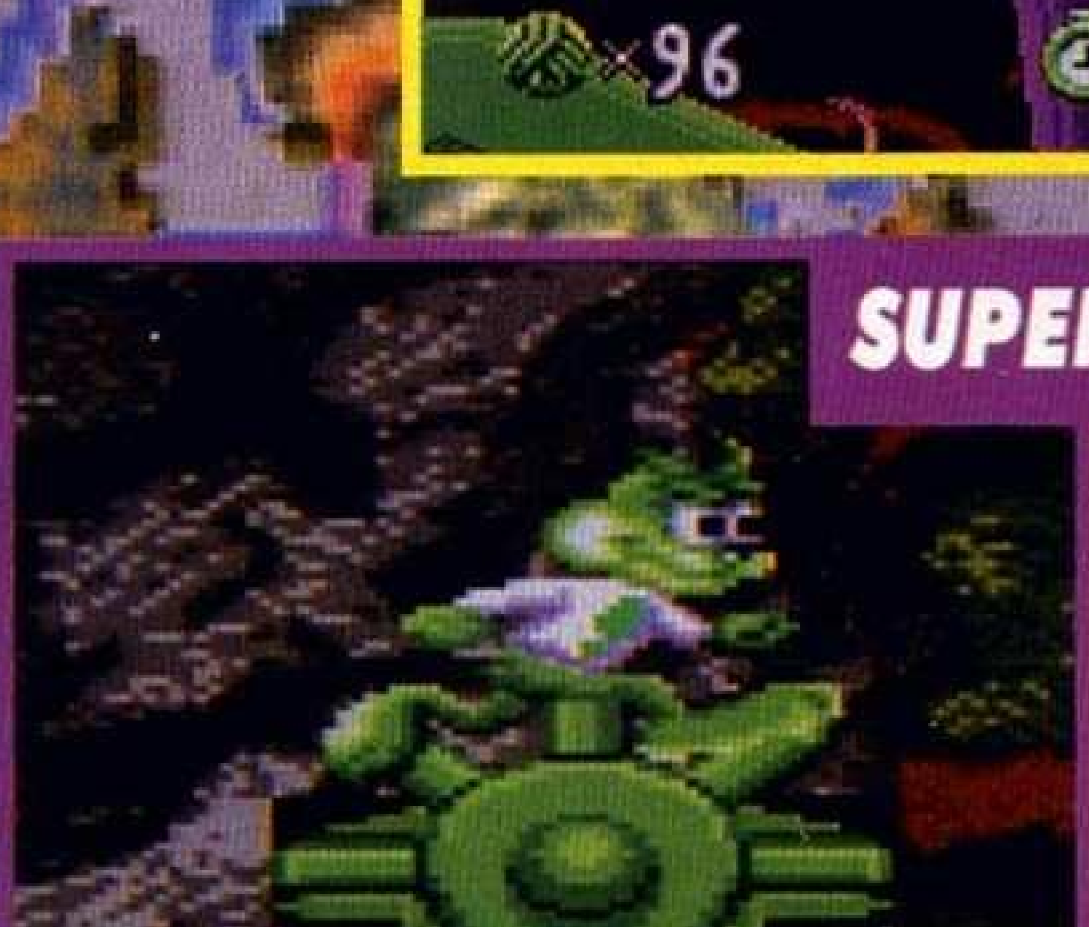
It didn't take prof Nylon long to discover the wool collection to end them all - owned by one Bubsy the Bobcat, super-fast dude and general all about town wise-guy. But the prof and his wide-boys reckon they're hard enough for their feline foe, so they set off for Earth determined to rip off all our boy's wool.

Now this is their first mistake. Not only is Bubsy a bit of a lad, he's also ready, wooling and able to fight for a just claws - without even pawsing for thought. The question is this: will nine lives be enough for the lad to take on everything his evil enemies throw at him? That's going to be up to you!







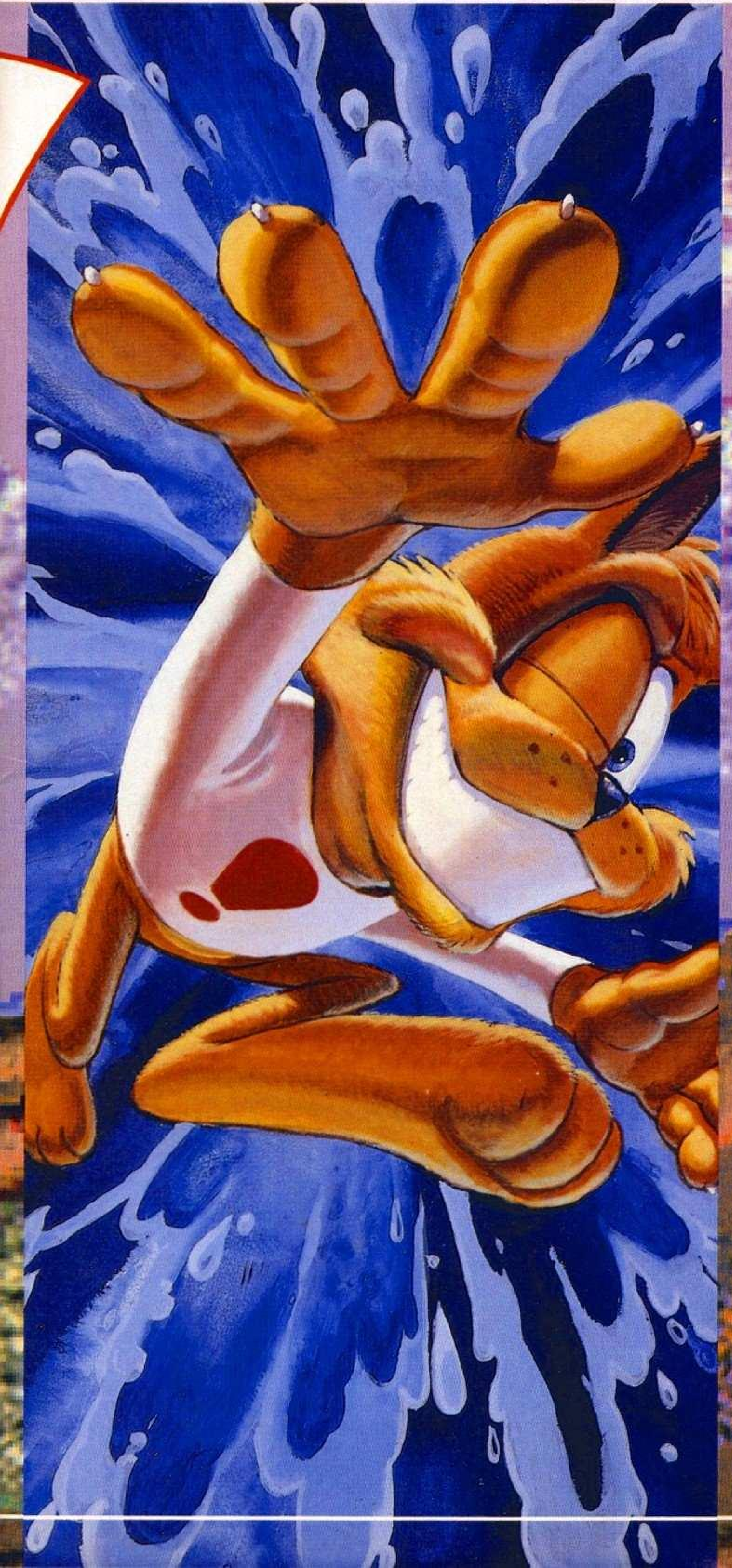


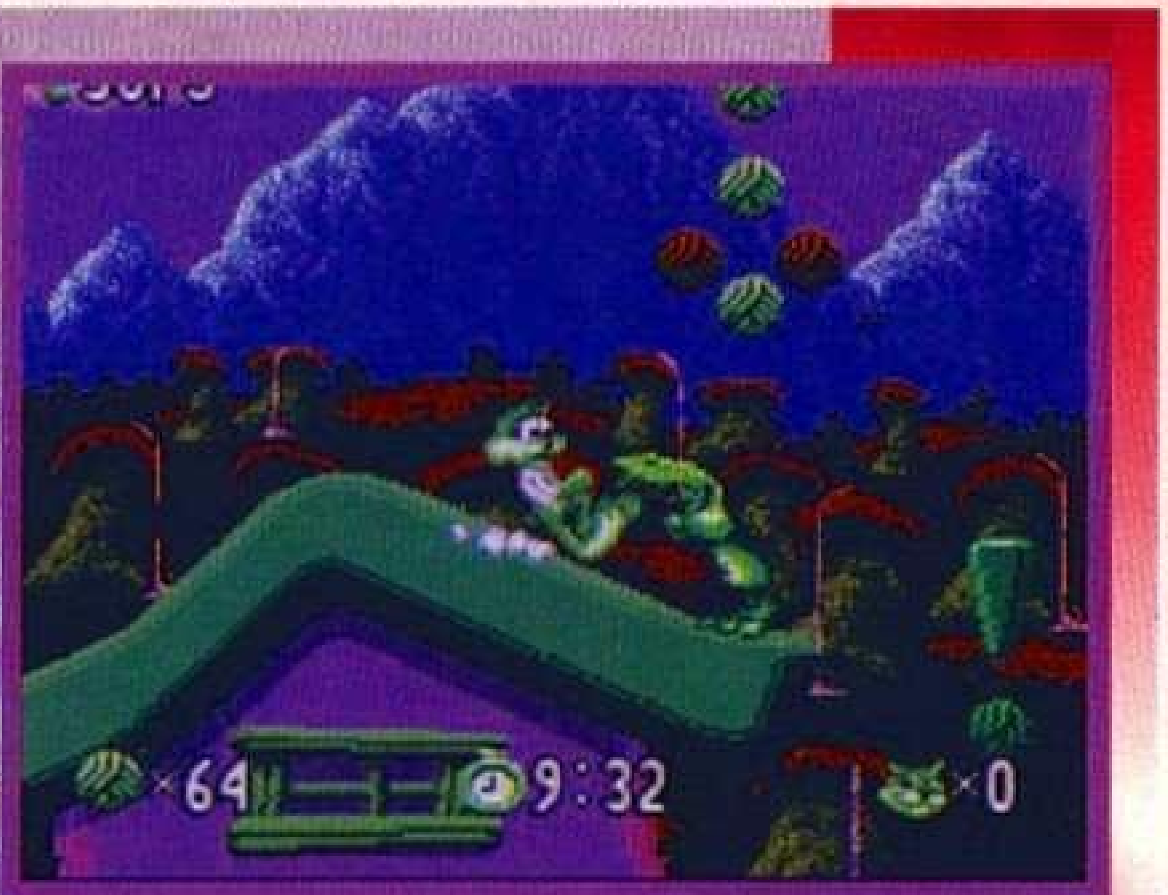
▲ Caught mid-run, Bubsy stops to propel himself along in a handy paddle boat - using his fast leg action to get the boat's paddle-based engine in motion!

SUPER SPEED SURPRISES

The first thing you should know about Bubsy is that he's FAST. This cat knows a thing or two about top speed. Start him running and he is soon belting along at a fair old lick, but point him down a hill and he shifts so fast he's just a blur! Not only that, he's capable of some pretty nifty mid-air manoeuvres if you're quick on the joypad, and after a short time you'll become the speediest cat on the planet!

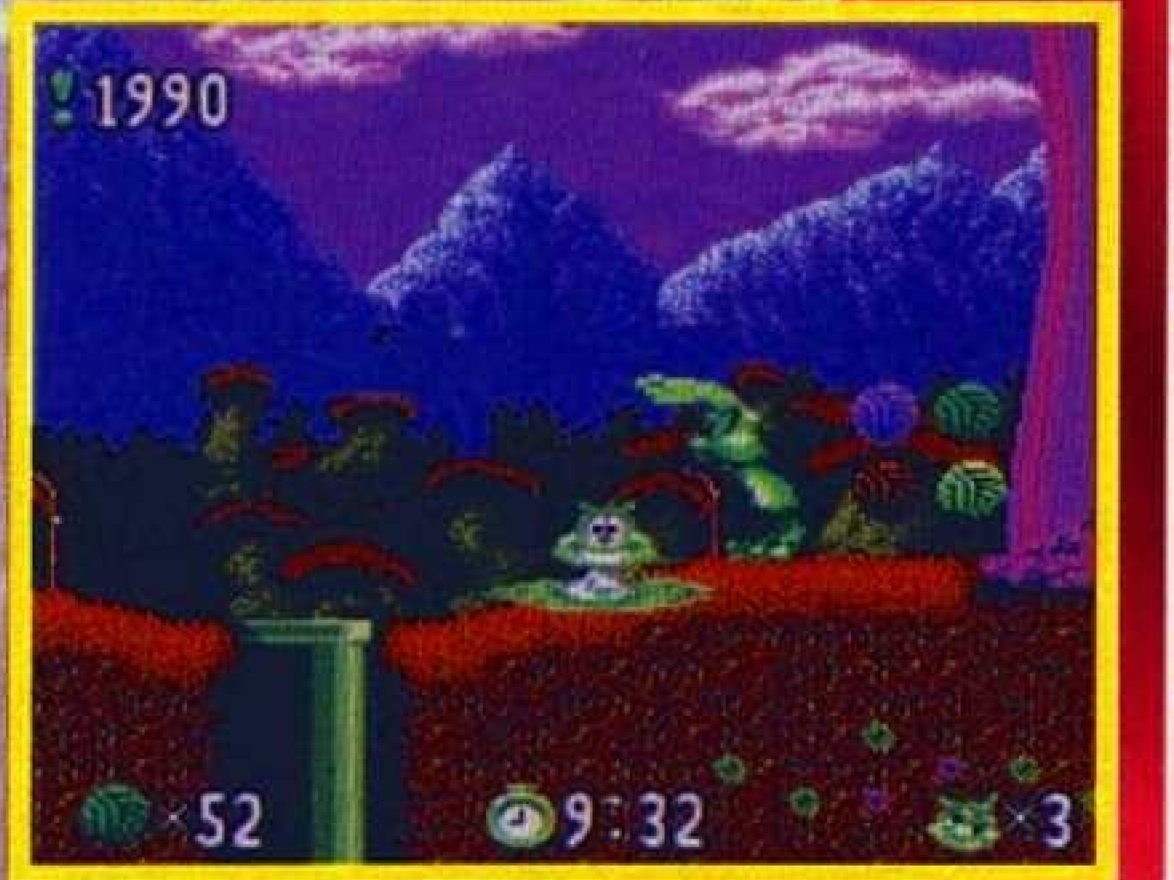
The last thing Bubsy likes to do is stand around waiting for something to happen, and he makes his feelings known if you dawdle, waste time or do anything else which is even remotely sad. This is actually quite a good thing, because all the enemies you're likely to encounter are a tad swift, too, so it pays to keep your speed up!

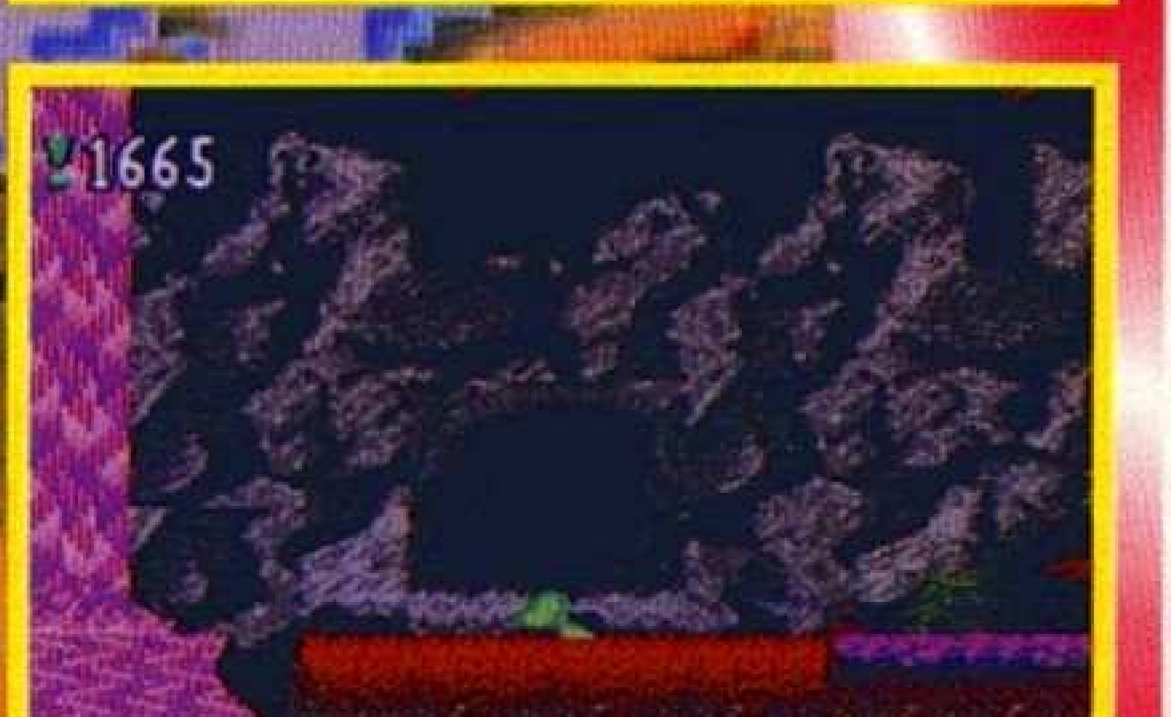




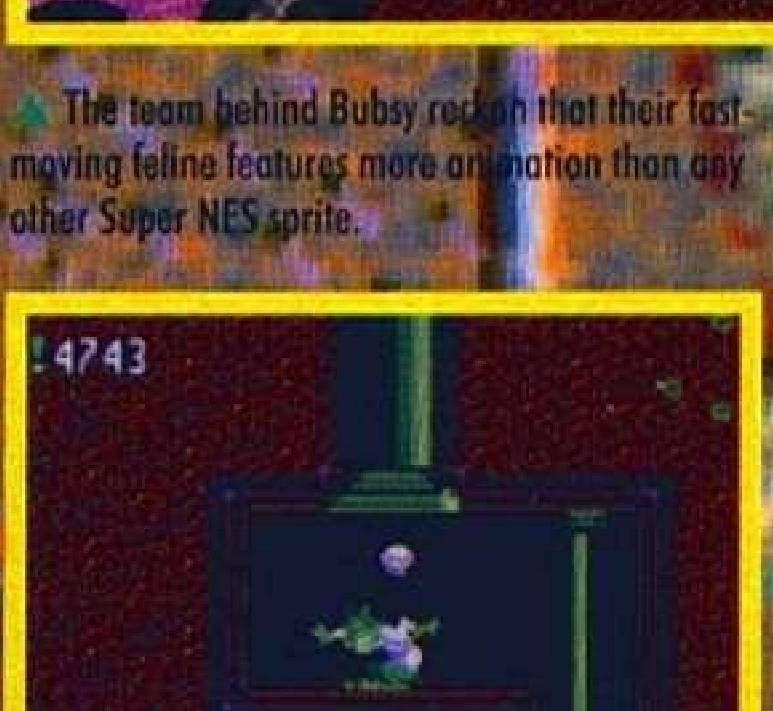
CATTY COLLECTIBLES

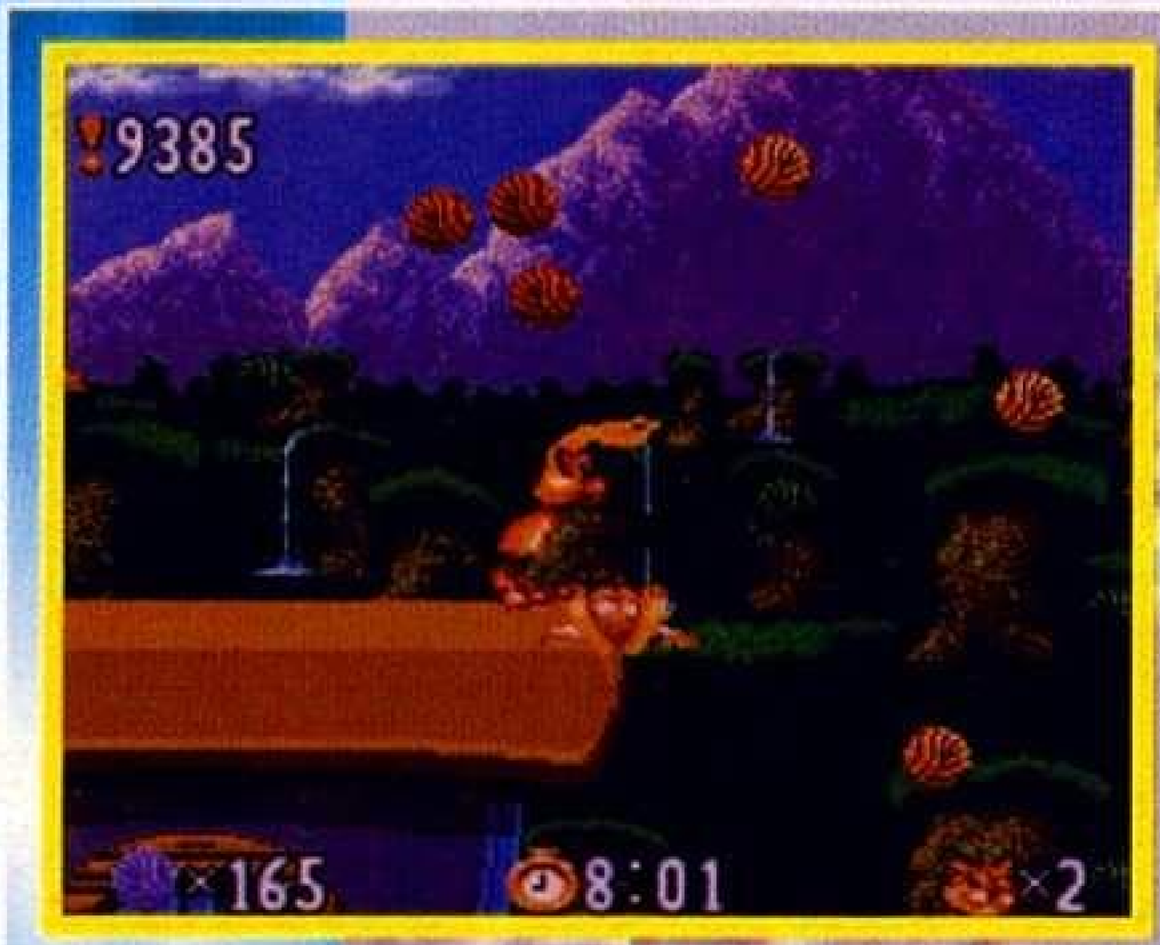
Bubsy earns special bonuses and skills by picking up the objects which litter his world. First up are the red, yellow and green yarn balls for bonus points, while finding one of the T-shirts scattered about the landscape grants our lad an extra life! Crates of yarn are also handy, but we'll leave you to discover their surprises for yourself!



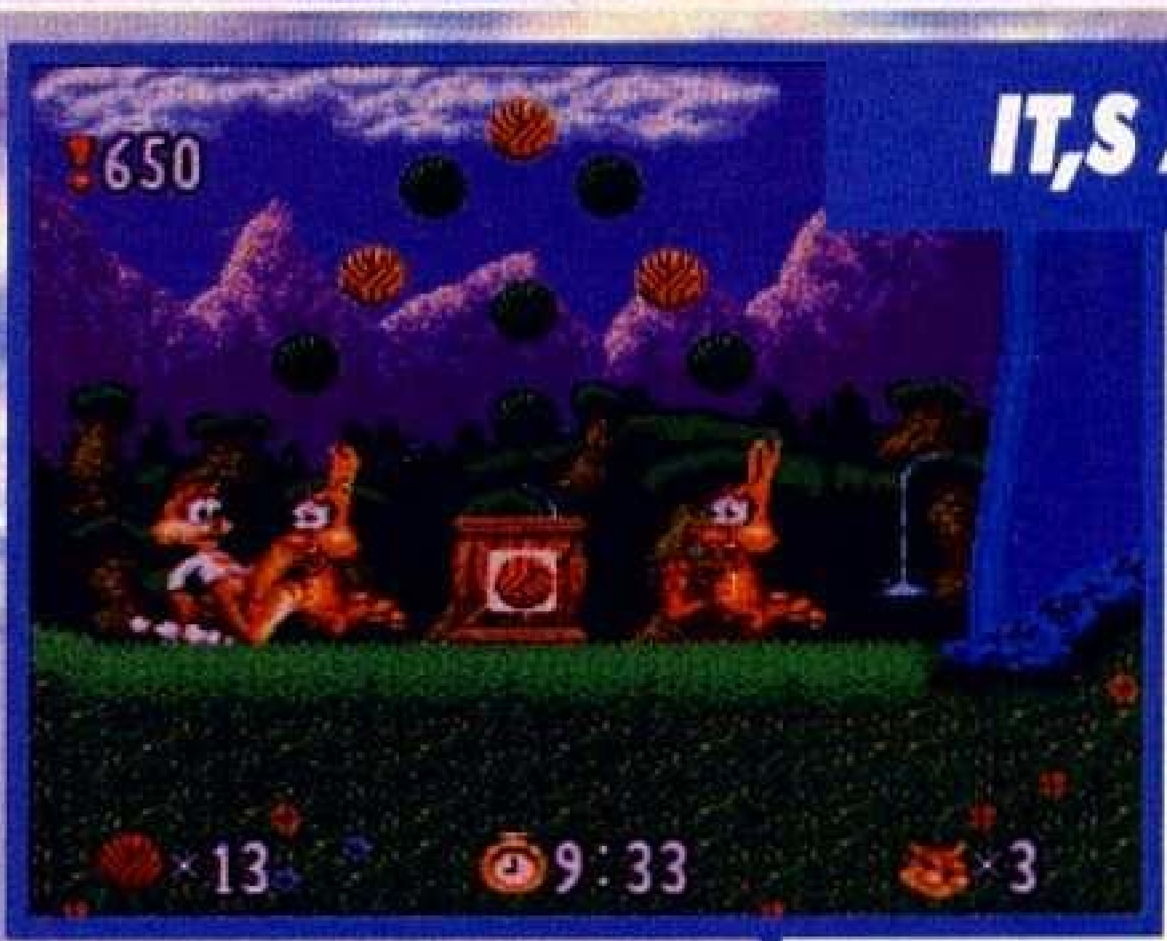


▲ The team behind Bubsy reckon that their fast-moving feline features more animation than any other Super NES sprite.





▲ Having accidentally collided with a cutesy-wutesy bunny, Bubsy collapses with laughter...

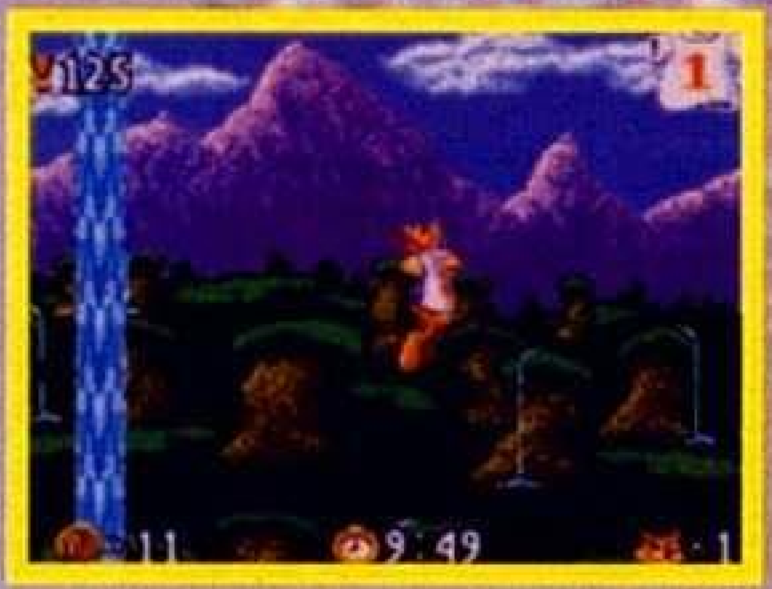


IT,S A CATASTROPE!

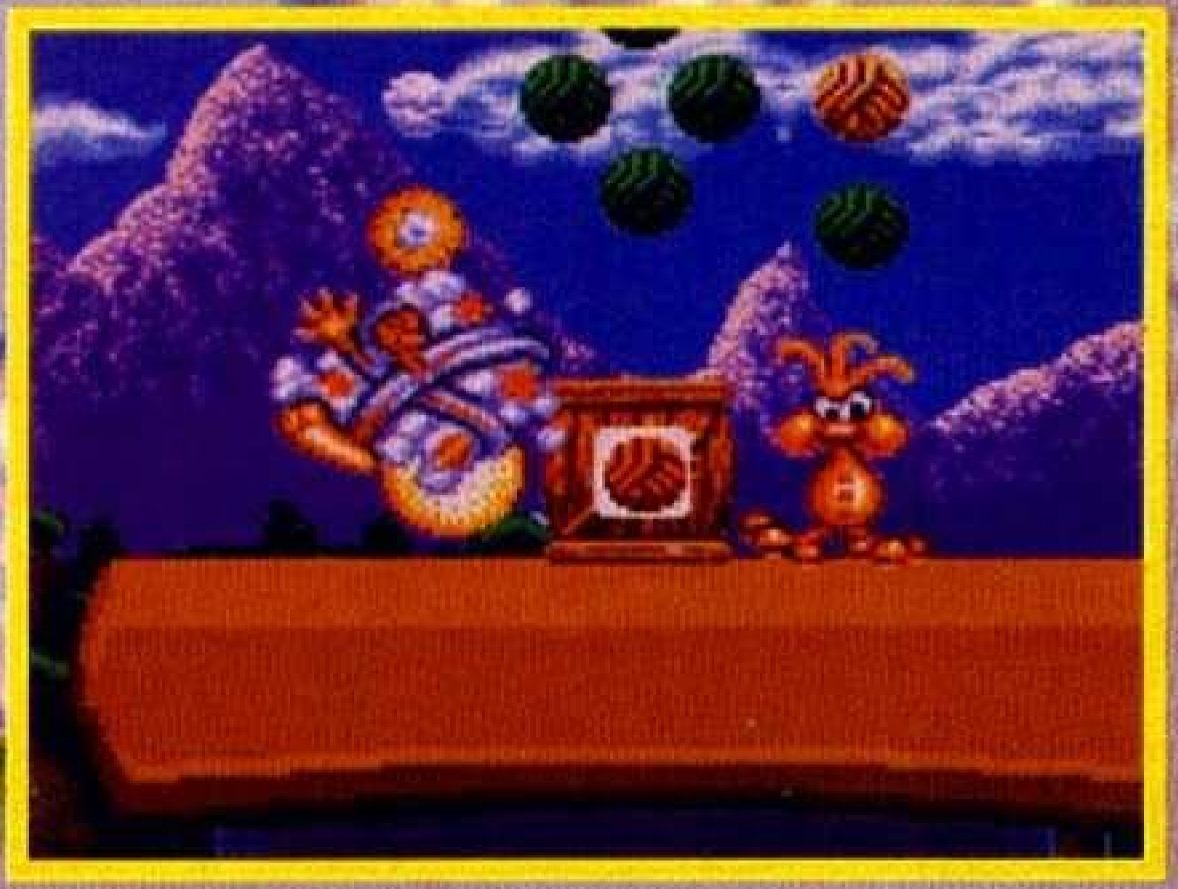
Bubsy has a wide variety of enemies to contend with, but they fall roughly into two groups:

WOOLIES: These are either standard woolies; the rock-throwing type; the rolling log variety or the catapult-firing mega-hard men that are best avoided wherever possible.

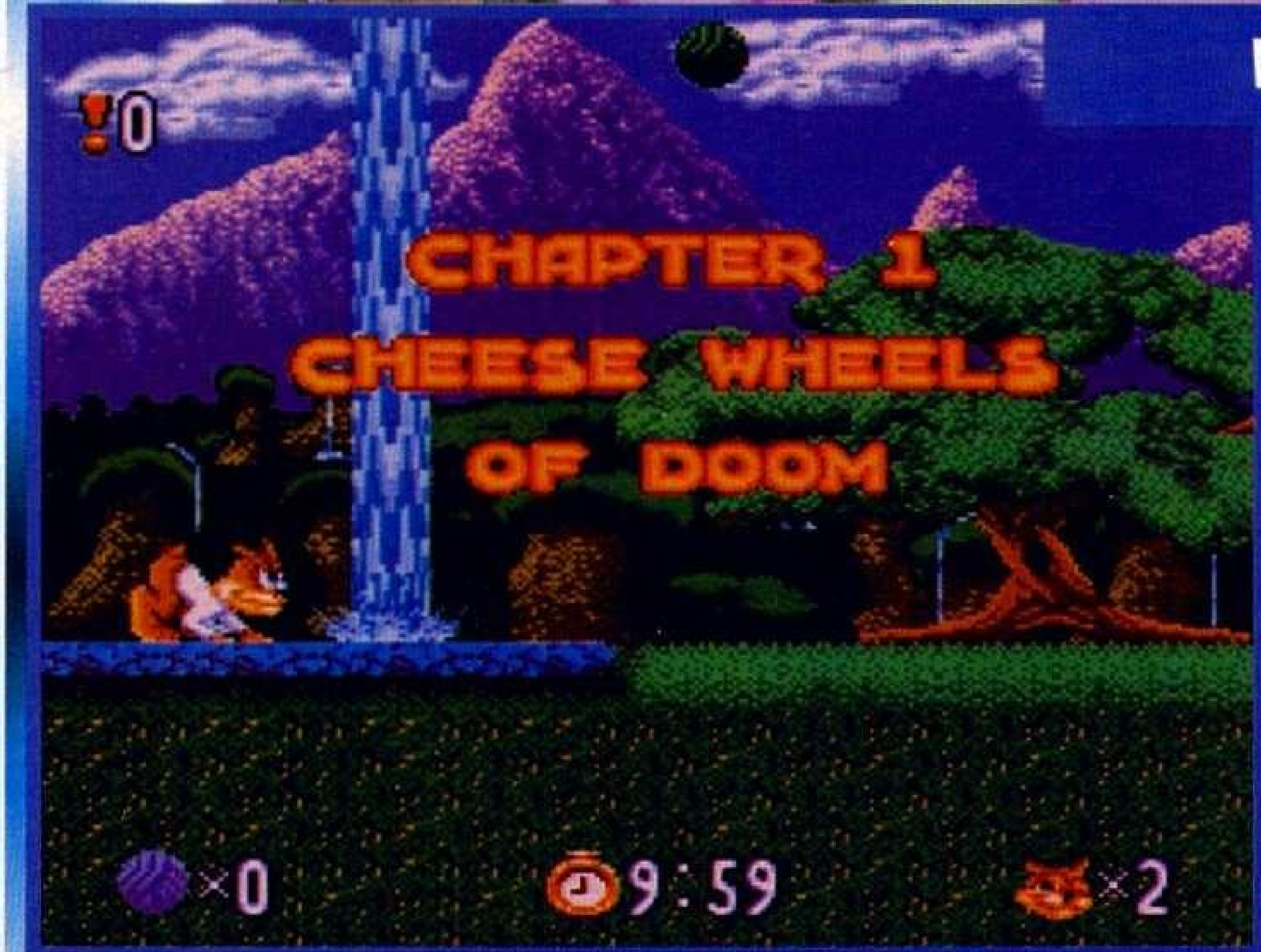
CRATES: Yes, these seemingly harmless items have a mind all of their own, containing such nasties as bananas which cause Bubsy to slide out of control, anvils that fall on his head and tacks - exploding pins which prove lethal!
Every enemy has its own characteristics, and you're going to need to be familiar with them all before you can get anywhere in a hurry!



▲ 'Water laugh,' thought Bubsy as he leapt towards the end of the level.



▲ Bubsy comes a cropper at the hands of one of his many foes.



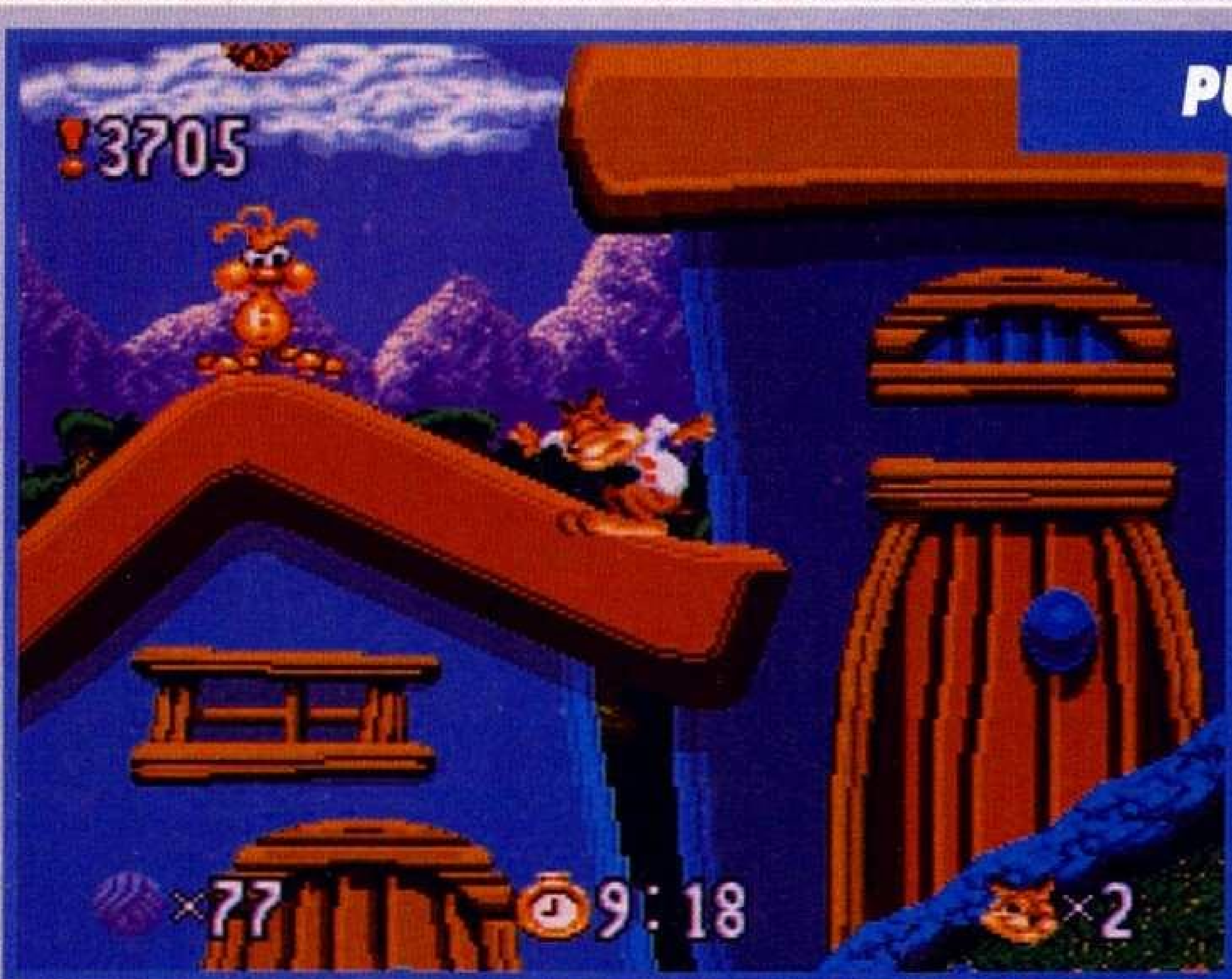
▲ Bubsy's on the blocks for the first themed world.

WORLDS OF WONDER

Bubsy's world is HUGE, made up of loads of different levels through which to battle. Each level, a world in itself, is split into three chapters. Here's a quick look at the first two worlds:

WORLD 1: This is a grass, rock and water area with villages and perilous water slides scattered throughout. The three chapters of this world are the Cheese Wheels Of Doom, the Forbidden Plummet and a Bridge Too Fur. All are fairly distinctive, but they do have one thing in common - they're great for tuning up those joypad skills for the harder worlds to come. The bosses of this world are three giant flying saucers commanded by well 'ard Woolies.

WORLD 2: A giant fairground where roller-coasters and the like dominate the scenery. Bubsy is best off dodging the coasters, but he can ride in them for extra zip and jump on the bouncy air-balloon things to gain extra height. If he's lucky, Bubsy can even hitch a ride on a rocket car through the skies above the fair, or find the warp doors to shoot him past all the trouble ahead!



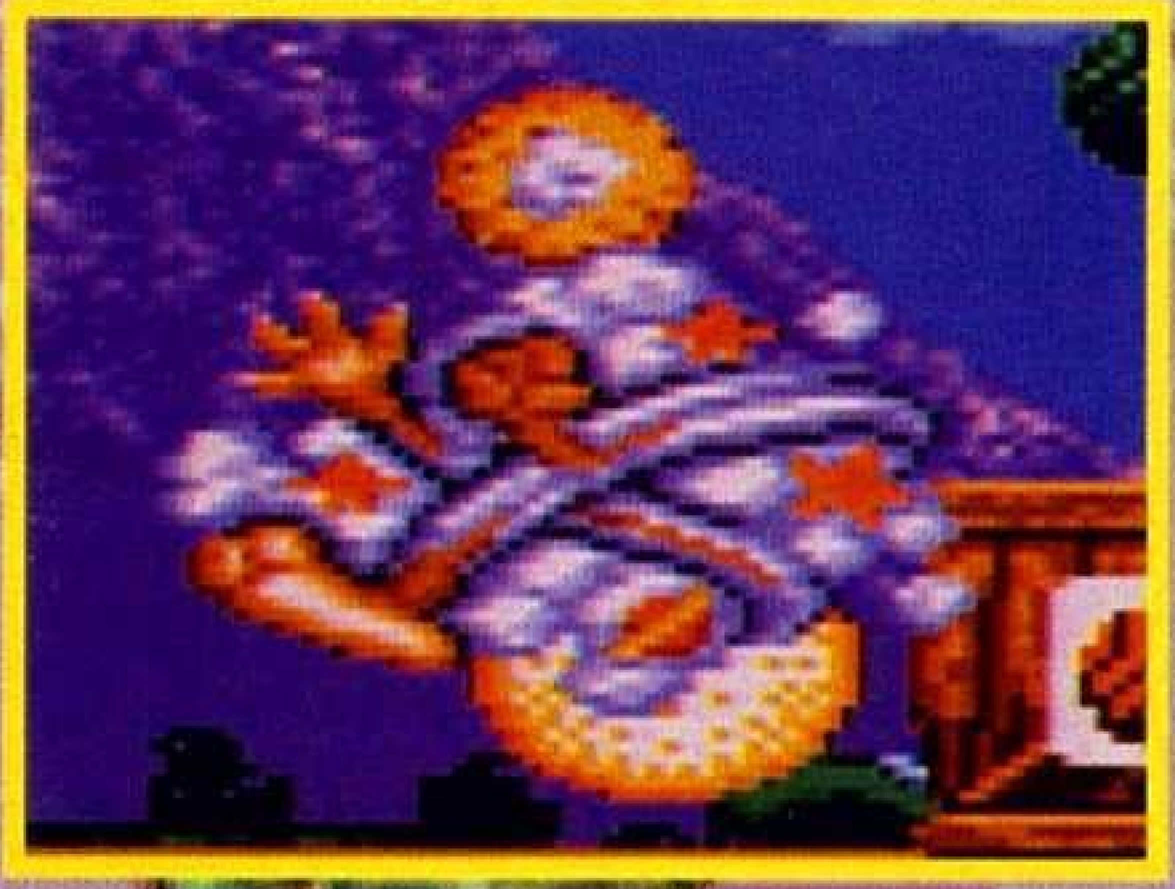
▲ Bubsy contemplates taking Kaoline and Morphine for his terrible constipation.

PURRFECTLY ENORMOUS

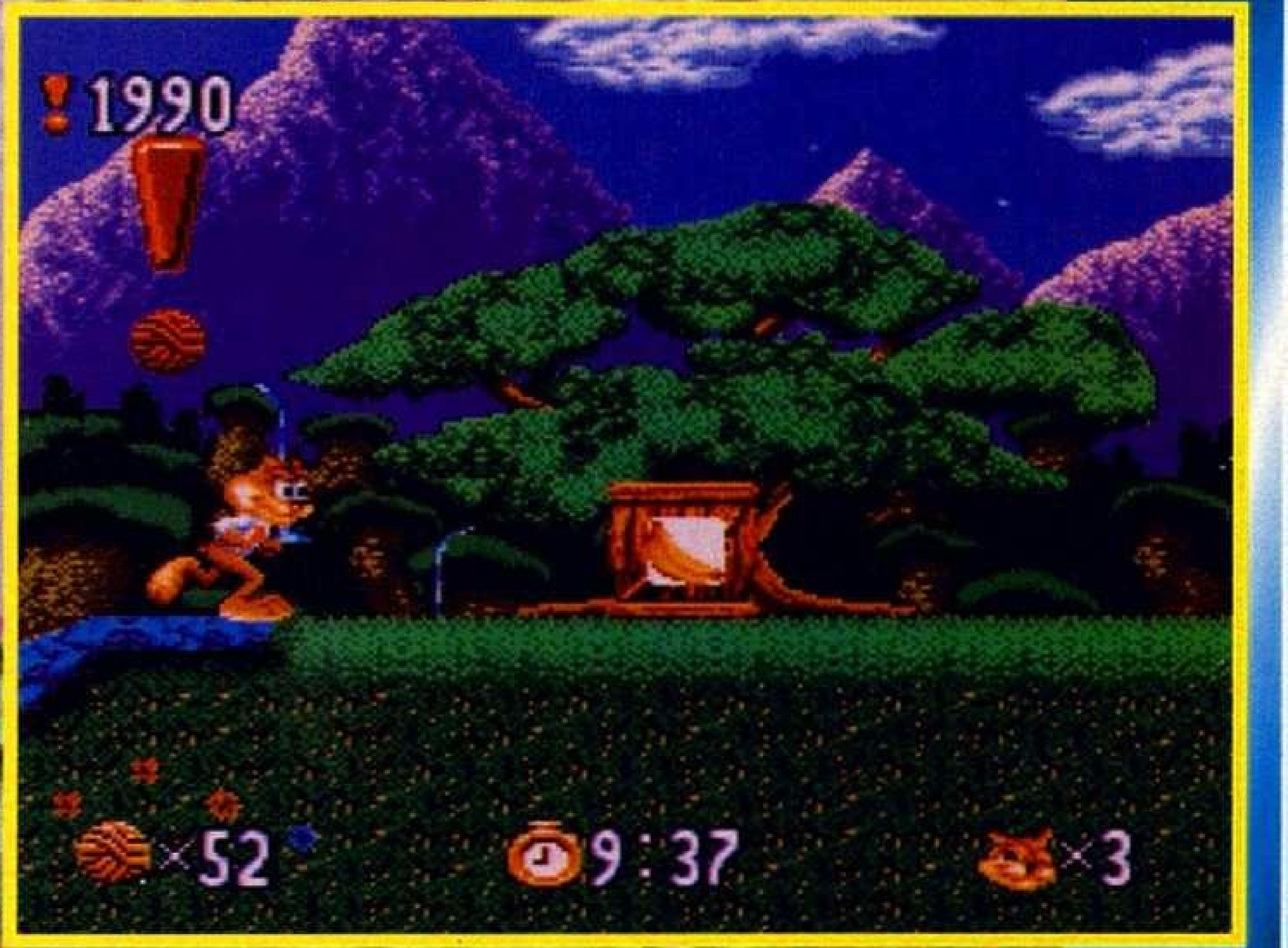
Bubsy is such a massive game, a huge development team has been working away on the game for ages. As you can see from these sketches, they've put a lot of thought into the characters within the game, giving each one a distinctive personality. Most of these early ideas are still found lurking within the game, although they may have changed slightly to suit the worlds they live in!

The designers have put a lot of time and effort into animation, particularly of the main Bubsy sprite, making him one of the most nifty little critters around and capable of some quite staggering feats. As you can see from these sketches, hedoes everything a hedgehog can, and a whole lot more besides!

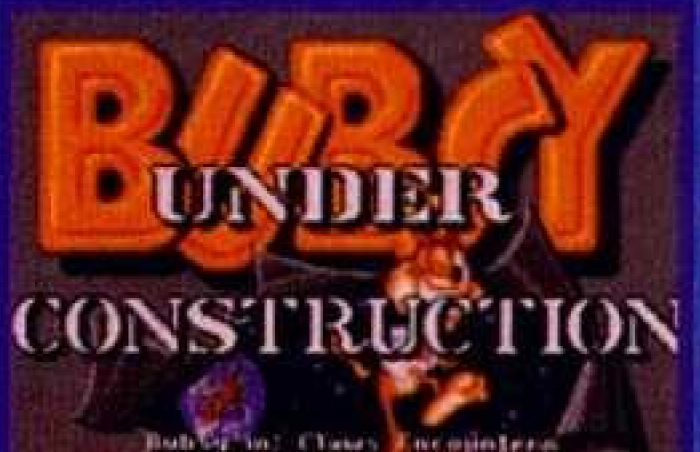
So could Bubsy be the boy to knock the spiky one into touch? Accolade certainly think so, and from what we've seen of the game already they're going to give him a serious run for his money when this game hits the Super NES in the Spring. Rest assured that NMS will have the first Review of the game, so stick around for the low-down on Bubsy real soon...



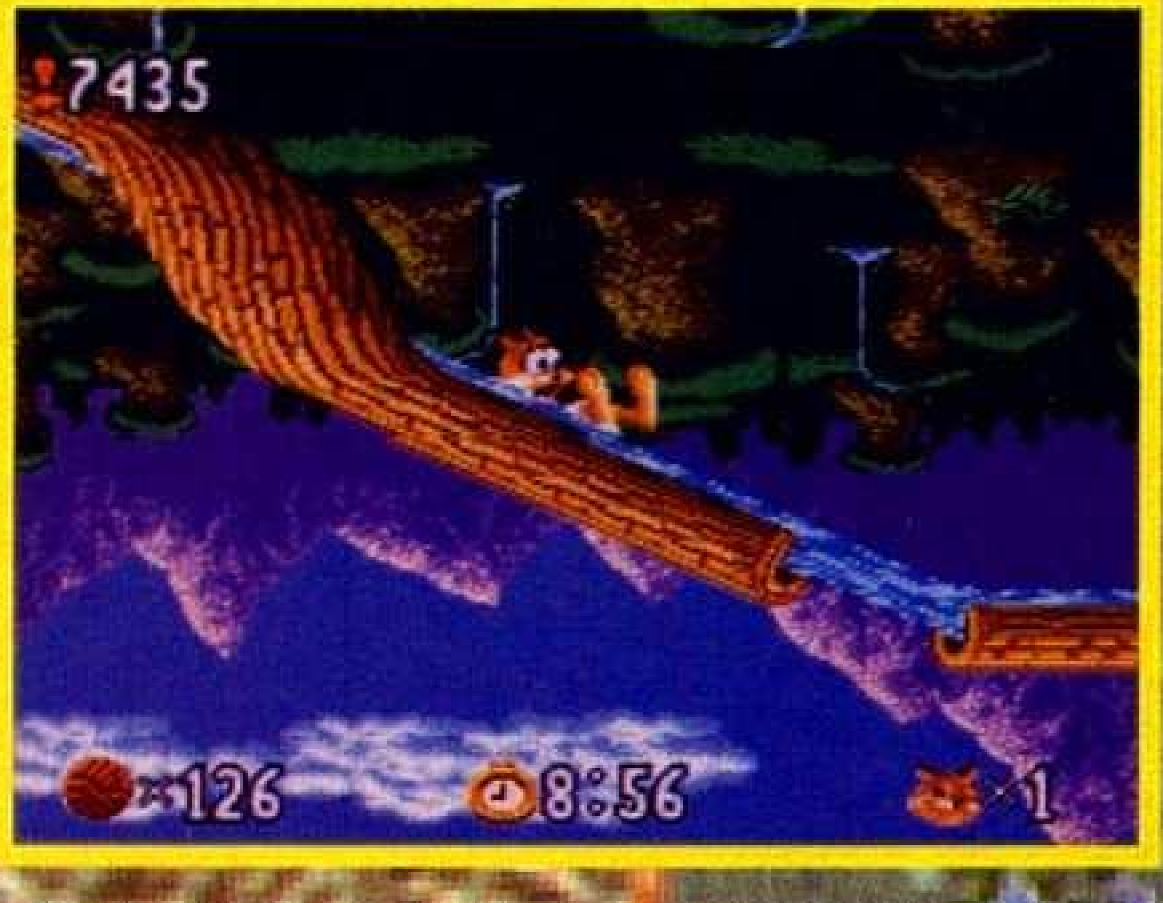
▲ Numerous bonuses have been left for our hero to collect as he goes. However, beware of booby traps which threaten to sap his energy.



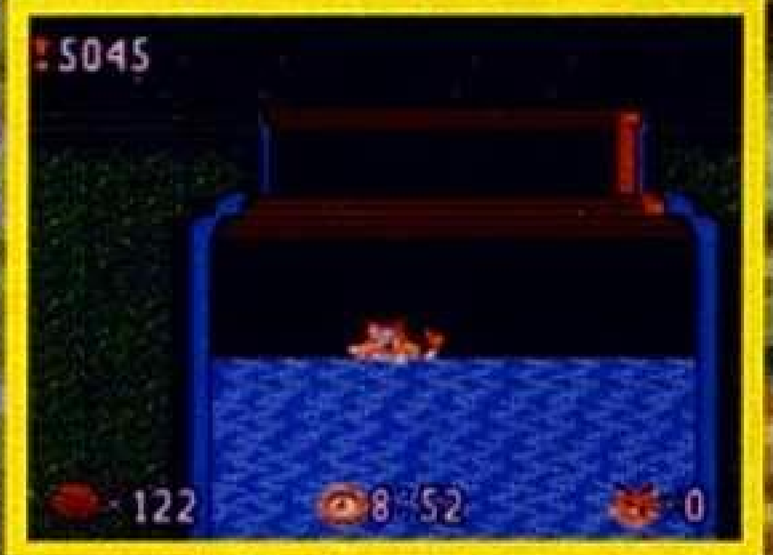
GAME FAX



- **PRICE: £45.00**
- **BY: ACCOLADE**
- **PLAYERS :1**
- **MEGS: 8**



▲ Our hero is helpless as the water sweeps him towards certain death.



▲ Cats aren't exactly famed for their swimming prowess, as Bubsy shows as the large pit he has fallen into starts to fill with water.

REVIEW

SUPER NES

2 PLAYER

4 MEG

SHT GAME

GUNFORCE
BATTLE FIRE ENGULFED TERROR ISLAND
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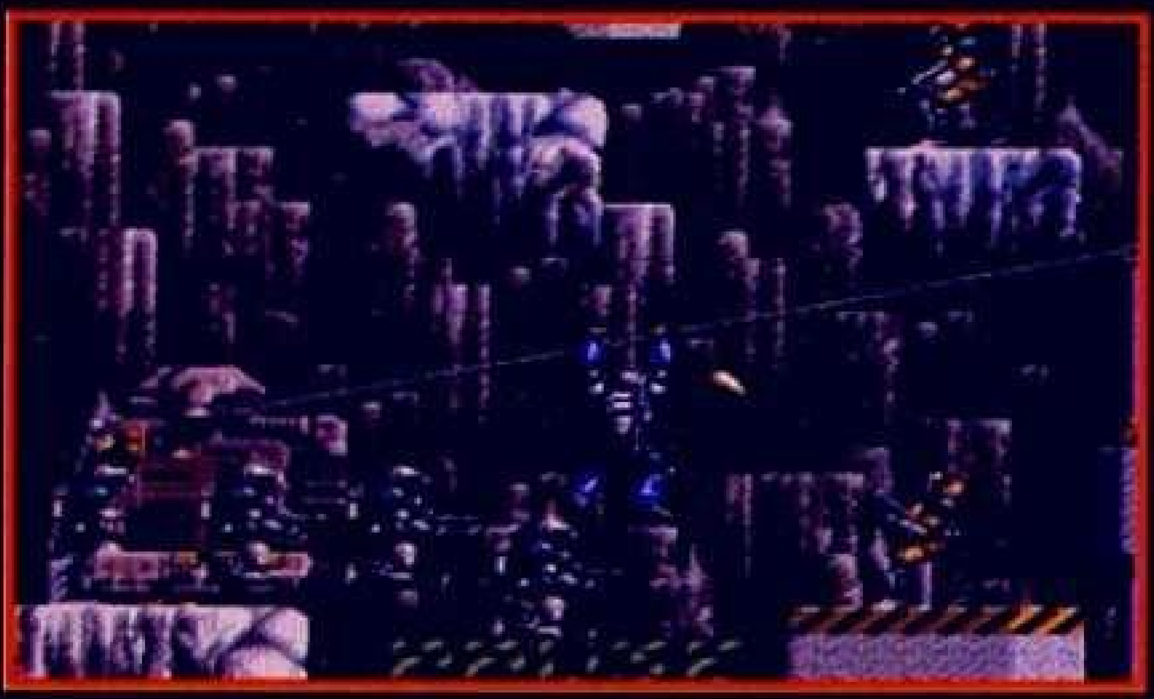
VERY SLOW INDEED
1ST HOUR SCORE
COMPLETE
ORIGIN
Conversion of the fairly popular Irem arcade machine of the same name which is influenced by such classics as Midnight Resistance.

GUI

One name is mentioned time and time again whenever soldiers of fortune are gathered - The Specky Commandos. These two rather vertically challenged and pudgy brothers wear foot-thick goggles Mr Magoo would be proud of. Surprisingly, they're amongst the most dangerous men in the world.

Being short, fat and near-blind was a bit of a disadvantage when it came to the bros trying to pick up their first few jobs, losing out as they did to Clint Eastwood, Boba Fett and the A Team. But once word of their skills got around the offers came flooding in.

Right now the Specky Commandos are being hired by their government, who are currently having a bit of a tiff with a mad scientist and his secret island nation. Instead of sending in the army and getting it all over with quickly, the military generals have decided to save a bit of dosh and send in two foot soldiers to do the job. Thus you now find yourself in control of one of the infamous pair, traversing the platform infested terrain hoping to put a stop to the mad scientist and his evil plans. So what else is new?



▲ Gunforce hopefuls attack the Krypton Factor type levels with gusto.

COMMENT

RAD

Graphically, Gunforce is excellent. The sprites are well drawn and shaded and some of the backgrounds are also pretty good, although the animation is a bit stiff. There's also loads to do, the screen is always packed with things to shoot and there's an enormous variety of things to shoot with - be it weapons or vehicles. Sadly though, Gunforce is very bad indeed. For starters, if Gunforce was any slower it would be running backwards. The sprites crawl lethargically around the screen as if it was siesta time on Gunforce Island, and the lack of pace soon becomes horribly frustrating. This isn't the only problem either. With only five levels it's not the longest game around, and it's so easy that anyone who can't complete it on their first go needs help badly. For example - the first end of level guardian doesn't even get chance to shoot at you until just after you destroy it (unless you stand there waiting around for it to do something). If Gunforce were faster and harder, and possibly longer, it'd be a great game full of blasting action and variety. Sadly, only sloths with no reactions who can only stay awake for about fifteen minutes whilst they complete it could glean any real enjoyment out of this.

I LIKE DRIVING IN MY TANK

Although the mission concentrates more on stealth and sneaking into enemy strongholds, the brothers aren't averse to taking control of vehicles stolen from the enemy should the situation require it. Luckily for them, there are loads of these lying around, some empty (with the keys in the ignition), and some with their still-breathing occupants inside! Shoot the driver and their vehicle is yours, although you should be careful not to blow it up in the process. Most vehicles have some sort of armament as well as protecting the controller from damage. In one-player mode the directional controls cover the gun and steering, but when there are two players present, one player steers whilst the other takes aim.

JEEP The most common of all the vehicles, the jeep is armed with a heavy-duty laser. It's really best at running your enemies over, as the raised platform and armoured windshield which gets in the way make it difficult to target ground forces.

MONORAIL These electric-run platforms are more useful as transport than a battle vehicle. There's very little protection from fire, and some monorails don't even have the usual laser to defend with. Not actually all that good.

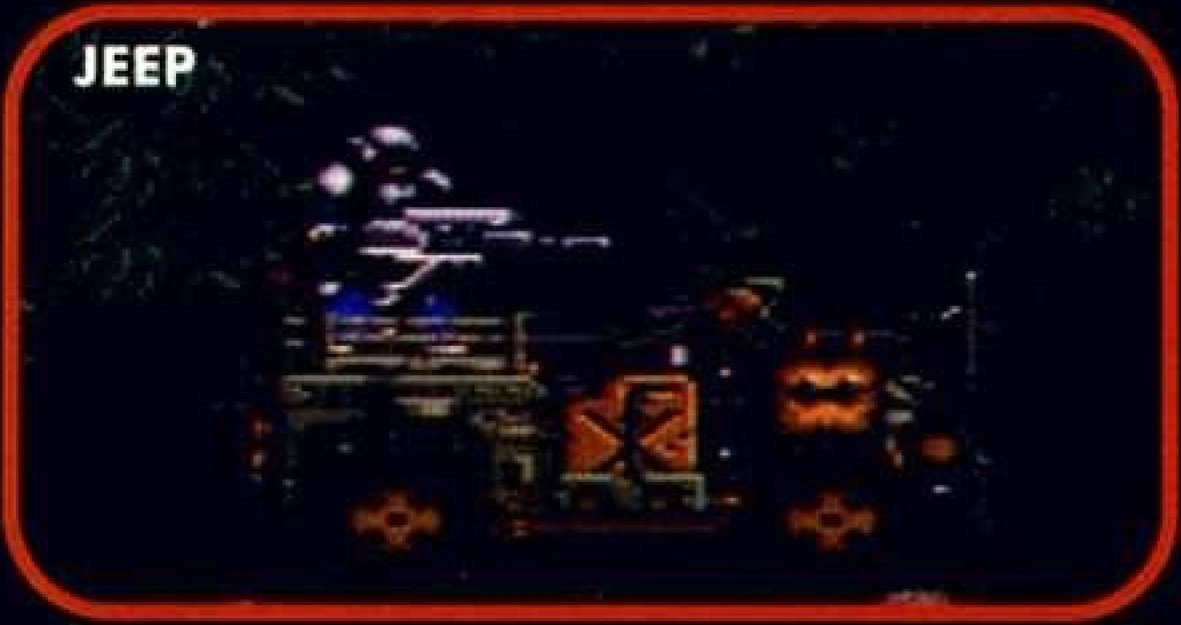
HELICOPTERS Helicopters are very smart indeed. The player has free reign of the screen thanks to the flying-through-the-air capabilities the chopper provides, as well as a fully serviceable fast-firing laser rifle.

MACHINE-GUN NESTS Although these things are stationary and don't actually move anywhere, they're pretty good when it comes to killing things. If hordes of soldiers are rushing on screen, commandeer one of these and watch as they all die horribly.

CABLE CARS Very similar to monorails, these offer slightly more protection from overhead fire, but are still pretty feeble, and some of these are unarmed too. Sadly, there is no way to avoid using cable cars, unless you fancy a nice plummet down to death from a great height.

GIANT ROBOTS These robots are slow and laborious to control and the lasers mounted on them fire slowly and cannot be aimed straight up or down due to their strange front mounting. They do, however, offer great protection - especially from other robots!

NFORCE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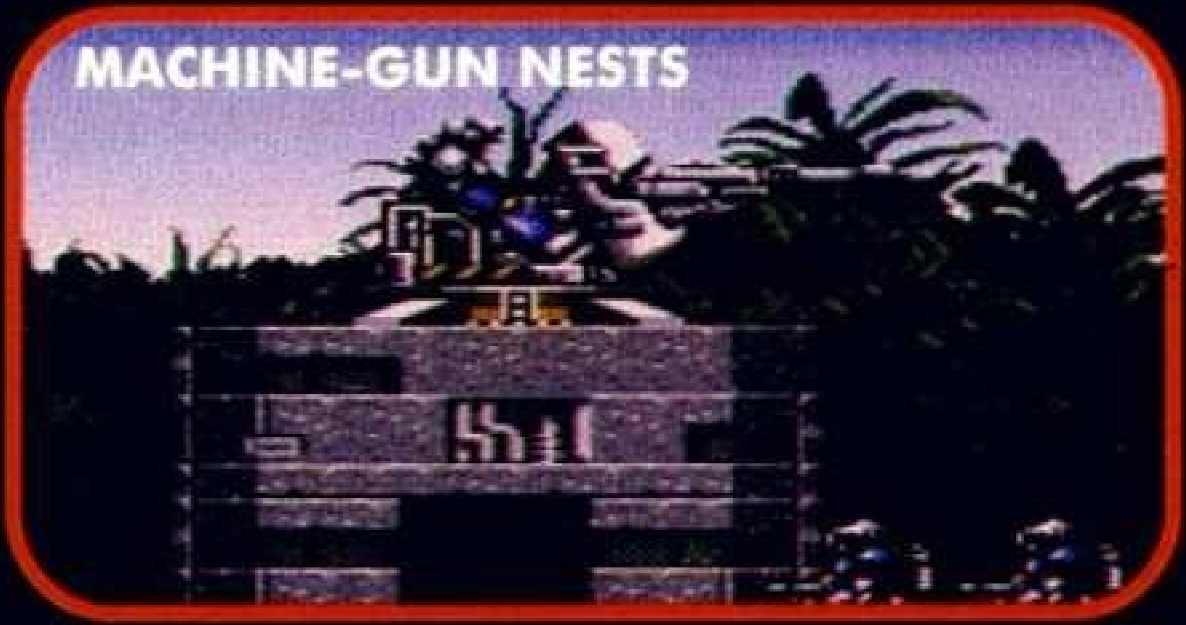
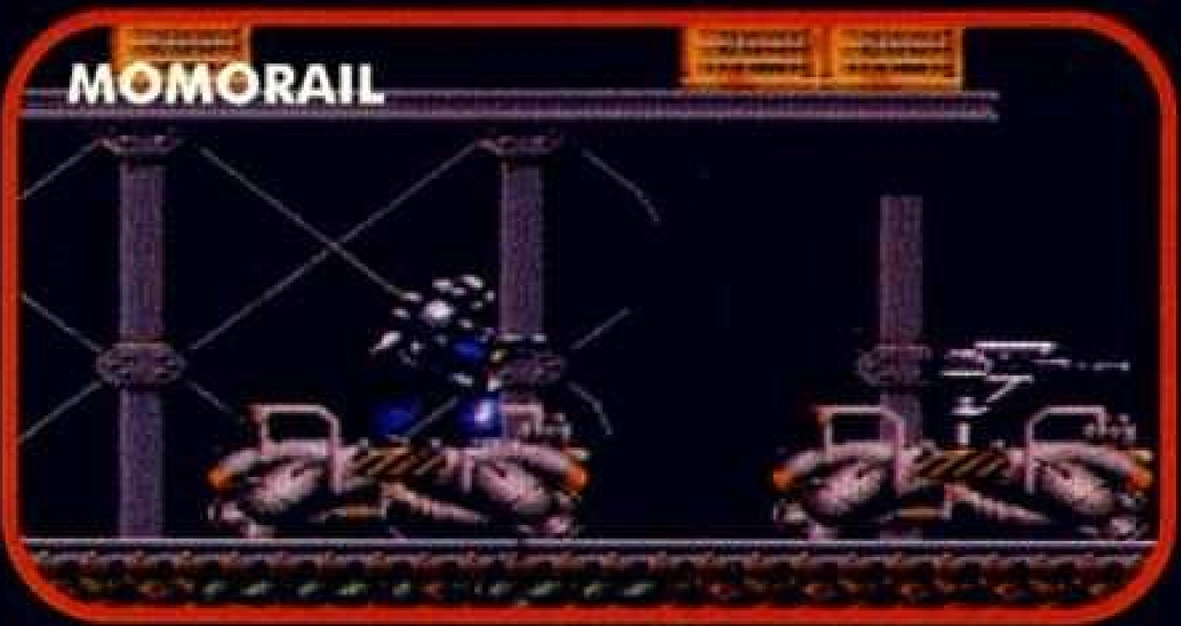

MACHINE-GUN NESTS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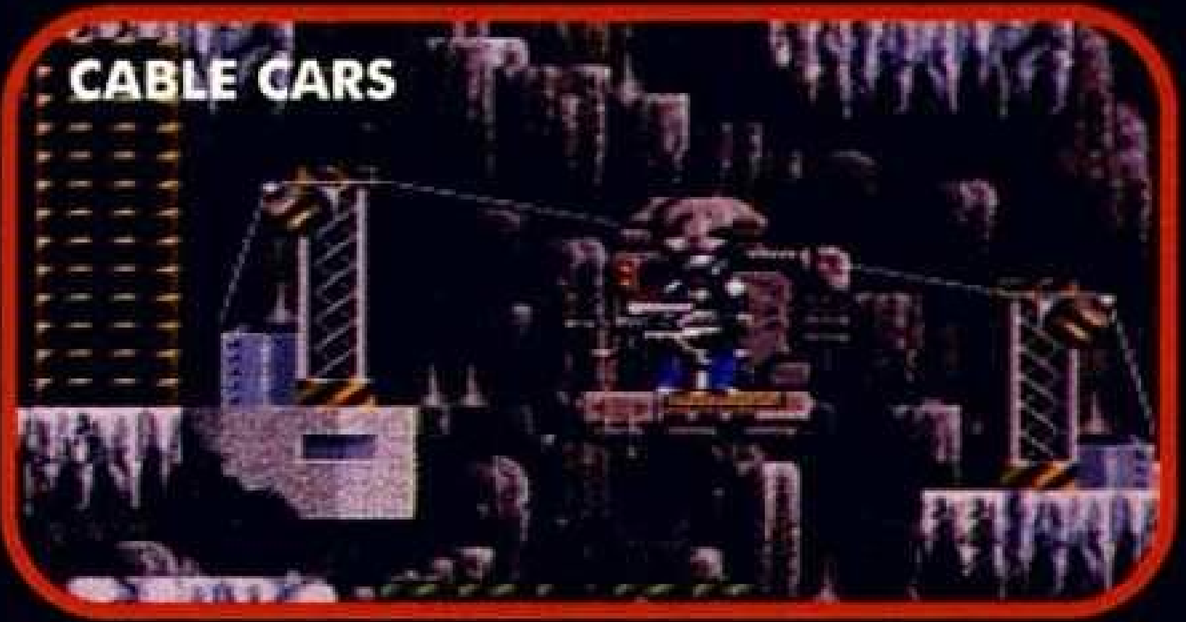
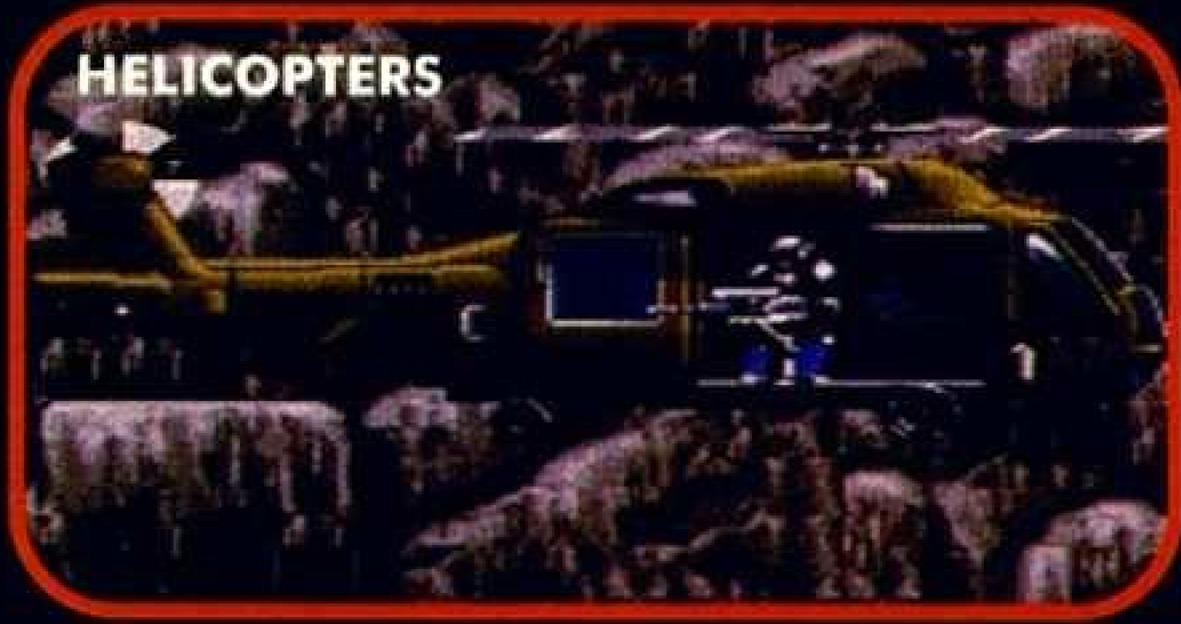
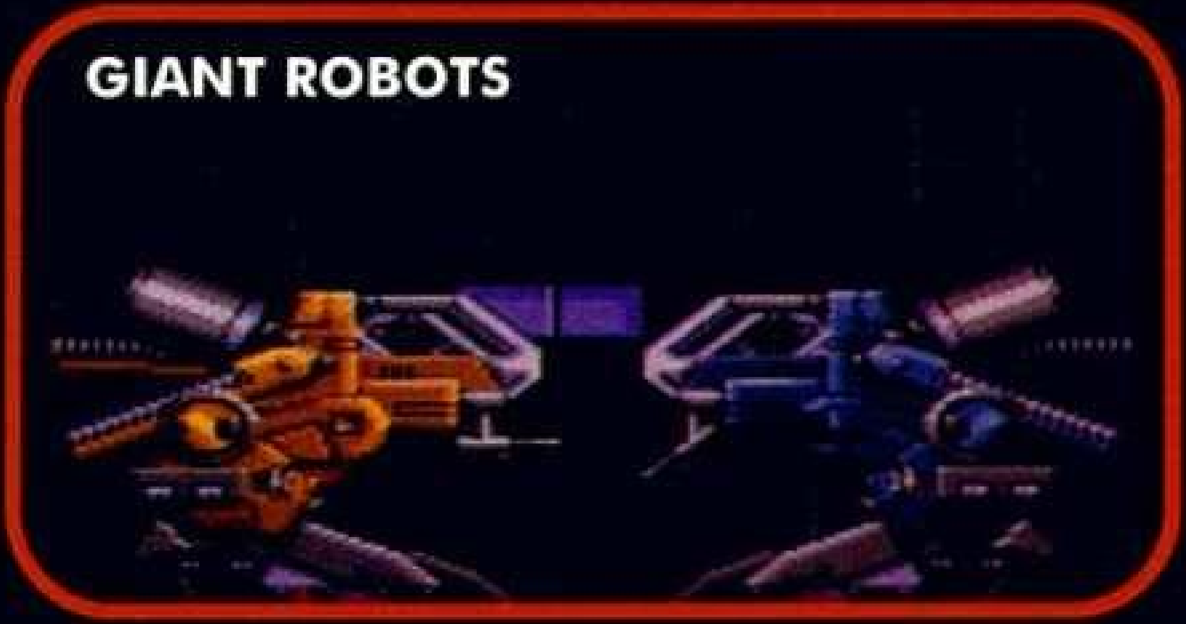

CABLE CARS


HELICOPTERS


GIANT ROBOTS

COMMENT

JAZ

I like the arcade game for its tough difficulty level and fast, frantic action. I hate the Super NES version for its laughably low difficulty level and slow, laborious action. Okay, it might look good - the sprites and backdrops are very smart - but everything else is appalling. The speed of the action, or lack of it, is astonishing. It's like playing the game in slow motion, and even the controls are sluggish beyond belief. But worse still is the super-low level of challenge - I finished it on my first go with my first life without even trying hard. It's so ridiculously easy even a complete donut with the gaming abilities of a demented baboon could finish it within an hour. And then what? With no difficulty levels to fiddle with and a two-player mode that makes the game even easier, there's simply no lasting appeal at all. If you want a brilliant platform blaster check out Super Probotector.

SHOOTING ALL OVER THE PLACE

Being the adept mercenary warriors they are, the brothers are pretty accurate with their guns and are able to fire them in whatever direction they choose, simply by the player pressing the appropriate direction on the joypad and pressing fire. Being especially clever, the Brothers Specky are also able to perform this feat whilst in mid-air! This allows them full rotational shooting capabilities at all times, which is handy because all the enemies have them too! This all makes for a feast of gunfire from all angles and some tricky targeting problems.

How To Control

Prompt the two chaps to run left and right by pressing those directions on the D-pad. The men can crouch if the D-pad is pressed DOWN. Climb ladders etc by pressing UP on the D-pad.

A Fire weapons

X Jump

B Fire weapons

Y Jump

L/R Jump

S **START:** Nowt
SELECT: Pause/unpause game.

How To Play

Use the joypad to guide your Specky Brother across five platform levels of blasting action, defeating the guardians at the end of each stage and taking care not to lose your three lives either by being shot or having the timer run down to zero.

GRAB YOUR WEAPON

The Brothers start their adventure with standard issue rifles, which are actually pretty pathetic and have a very slow fire rate. Luckily, by shooting the crates found around each level the chaps able to get their hands on a variety of much more destructive hardware.

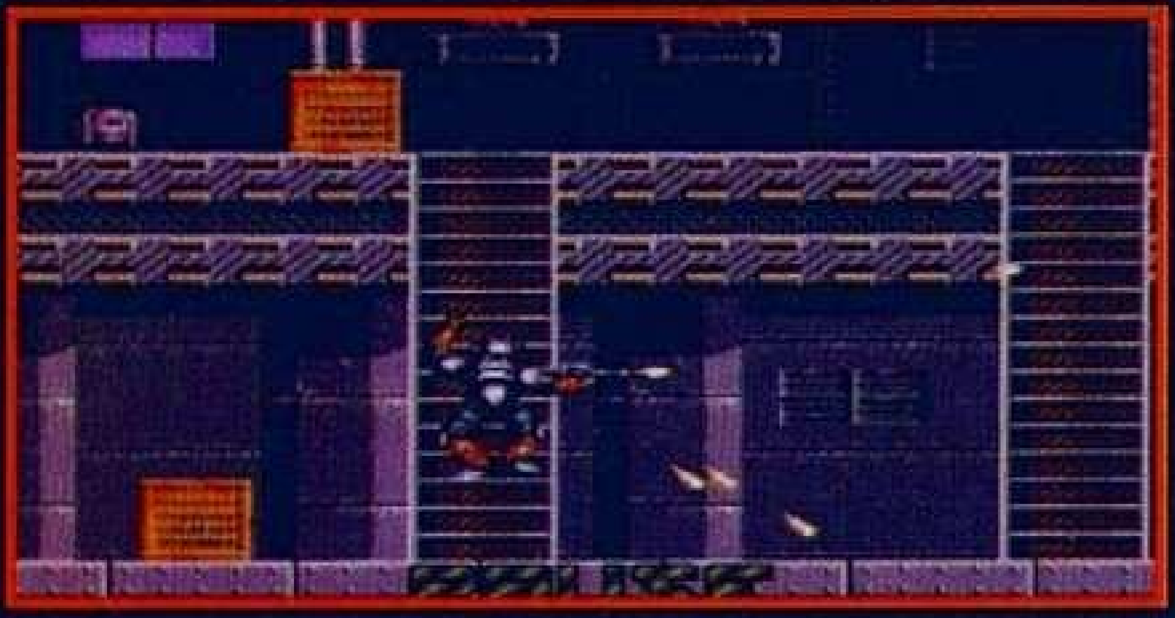
1. AUTO:
Pretty much the same as the regular rifle, except the fire rate is much increased. Loads of ammo - 999 shots to be precise - is included with each icon picked up.

2. LASER:
The laser fires a bit faster than the rifle, plus it's far more powerful and is very good indeed at blowing things up. Quite a few shots are granted the player with each icon picked up.

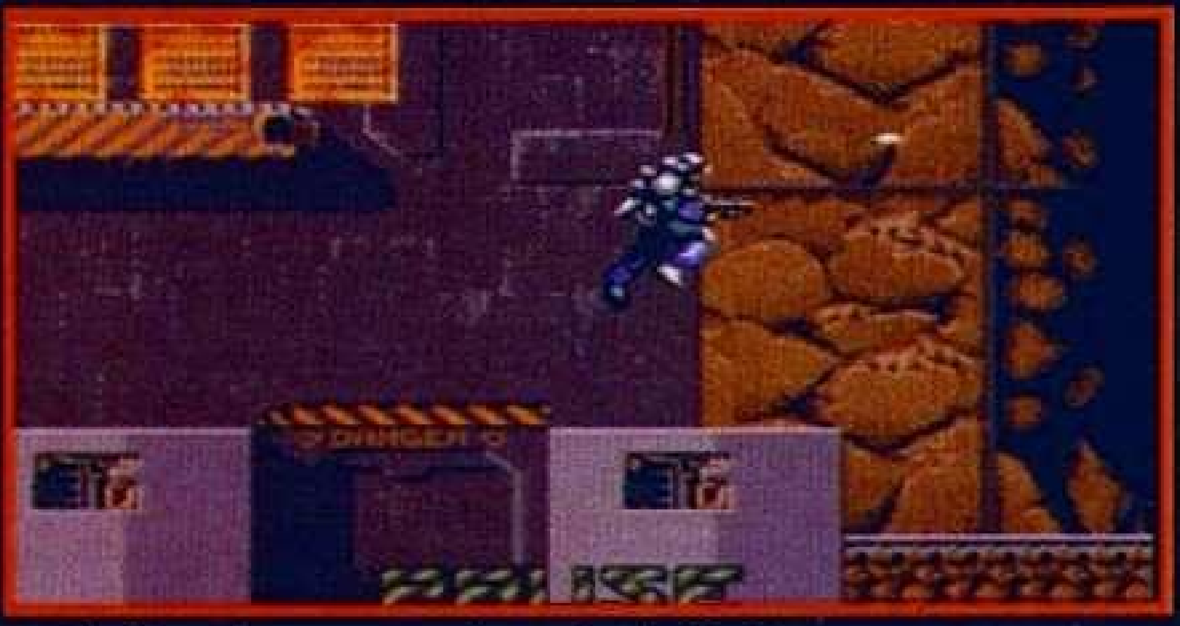
3. FLAMETHROWER:
A constant stream of high-power flame is jetted out from this piece of kit. Loads of fuel is provided, but just watch how quickly it runs down as you fire!

4. BAZOOKA:
Easily the best death-dealer of the lot. More powerful and quicker firing than the rifle. And with shots which travel through the enemies, this is the weapon the cool mercenary about town likes to be seen with! Sadly, there's not much ammo with each bazooka icon. Boo!

▲ Dare you face the might of Fred Scuttle?

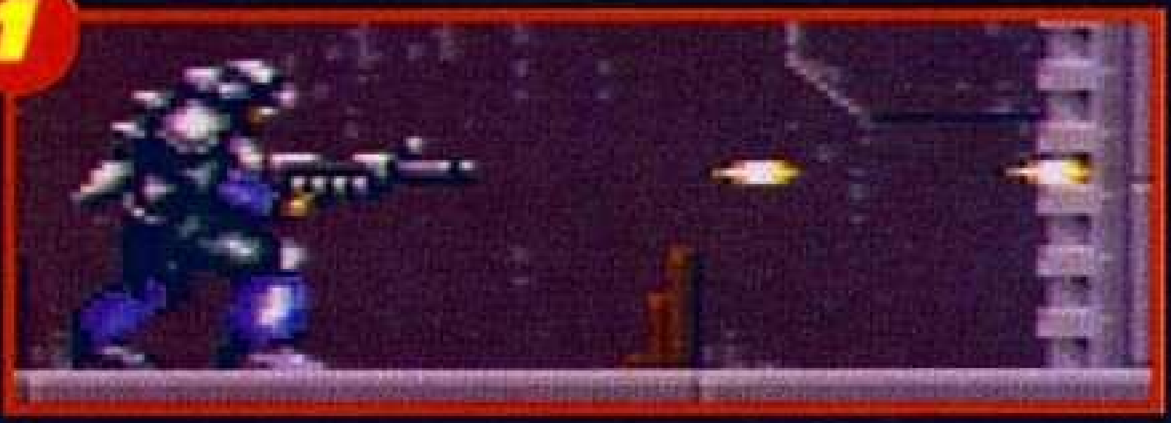


▲ Take care climbing the ladders in those clumpy Gundam hob-nail boots.



▲ Fly, fly you heavy armoured assault rifled fools!

1



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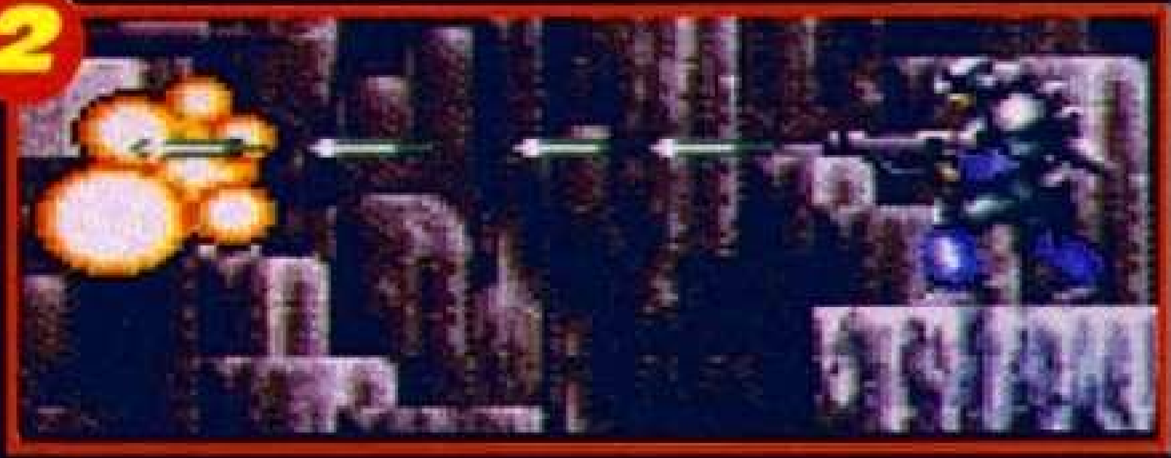

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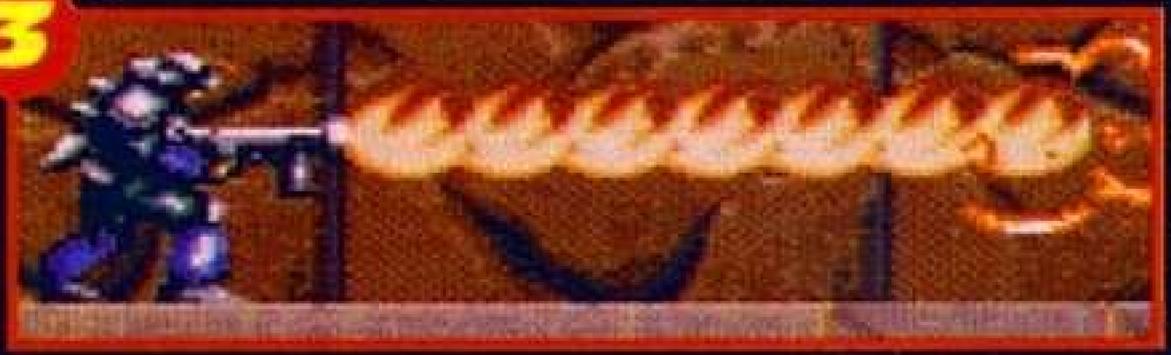

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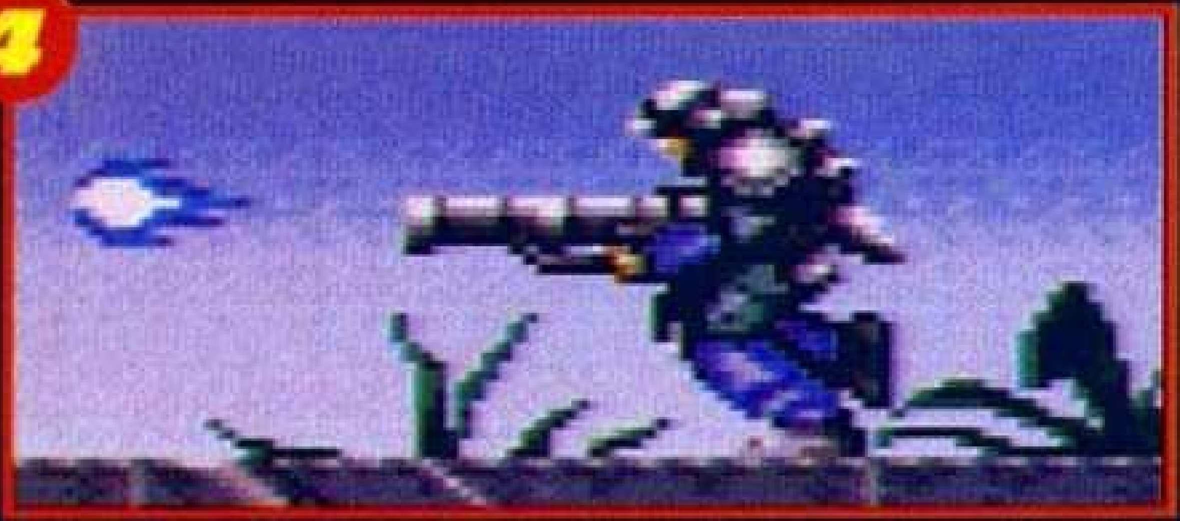
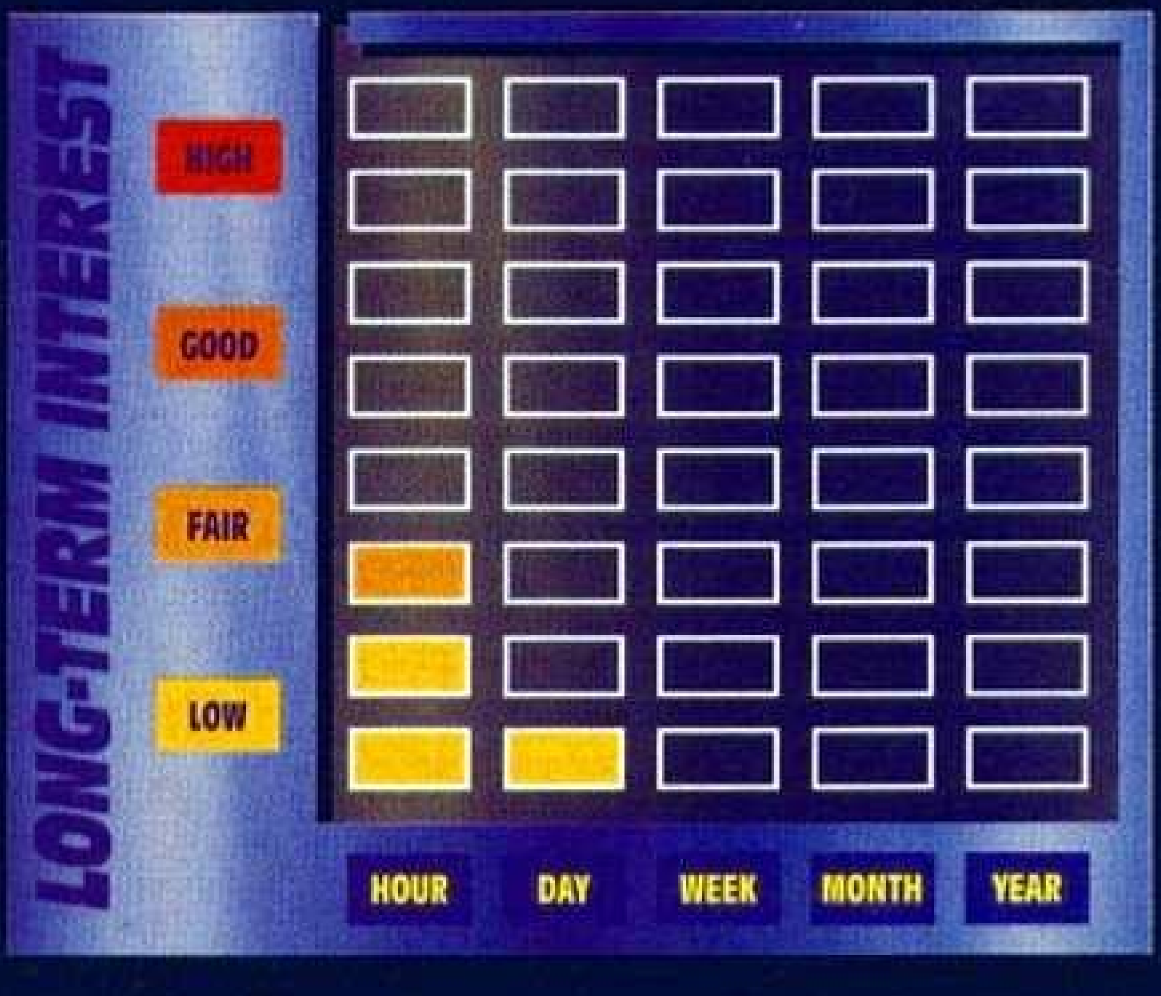
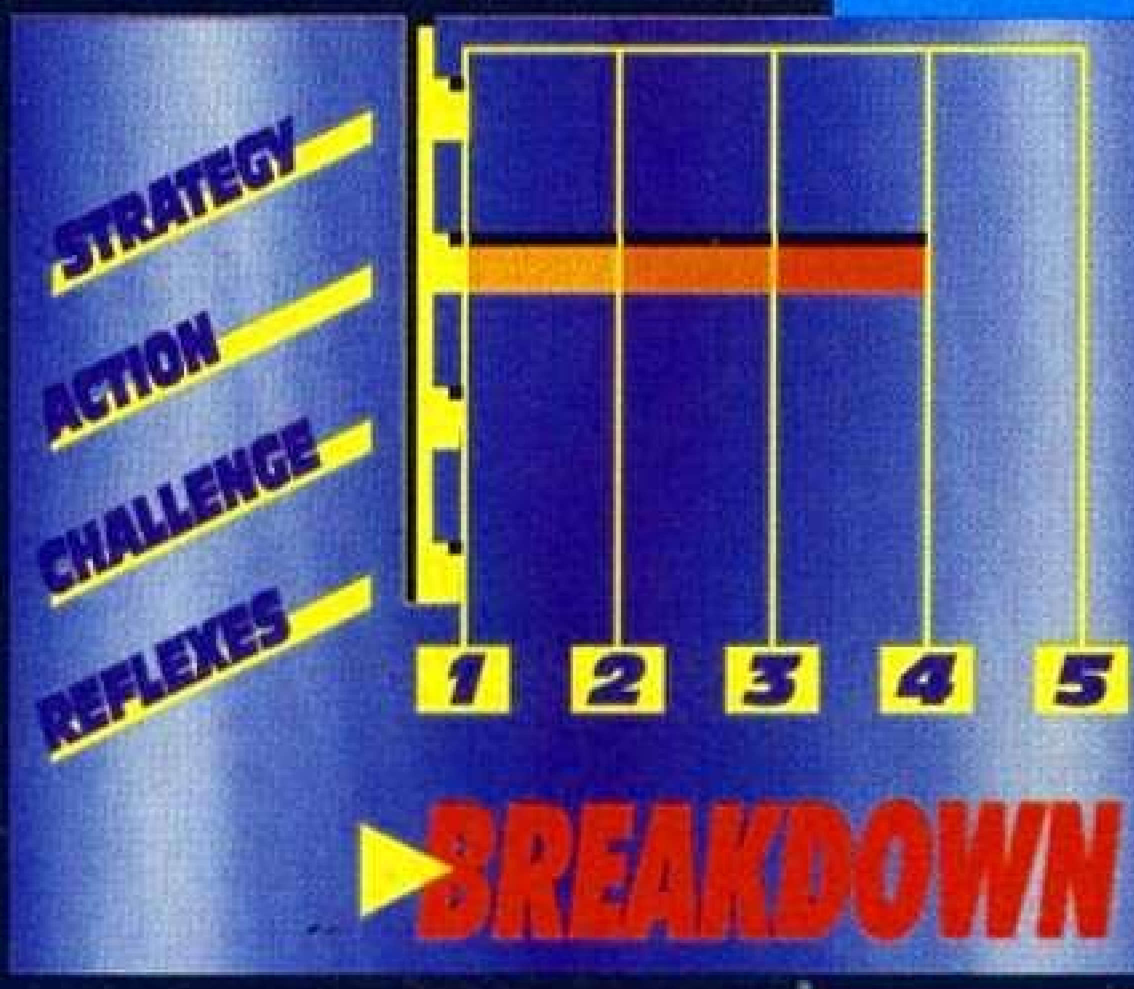




RATINGS



PRESENTATION

▼ Disappointing intro, the intermissions are all the same and there are no options.

53

GRAPHICS

▲ Well-drawn sprites and good use of colour and shading. The backdrops aren't too bad either.
▼ The animation is pretty feeble and the scrolling is slow and jerky.

86

SOUND

▼ No tunes play during the game and the effects are quite dull and bad.

62

PLAYABILITY

▲ Plenty to shoot...
▼ ...the problem is that the action is terribly slow and quickly gets very dull and boring.

43

LASTABILITY

▼ Only five short levels and no challenge whatsoever. What's more, once you've gone through it there's no compulsion to play it ever again - even with two players!

23

OVERALL

Great graphics, but the rest of the game is a shambles, with no challenge and no lasting appeal whatsoever. If you want decent and challenging platform blasting, check out Super Probotector instead.

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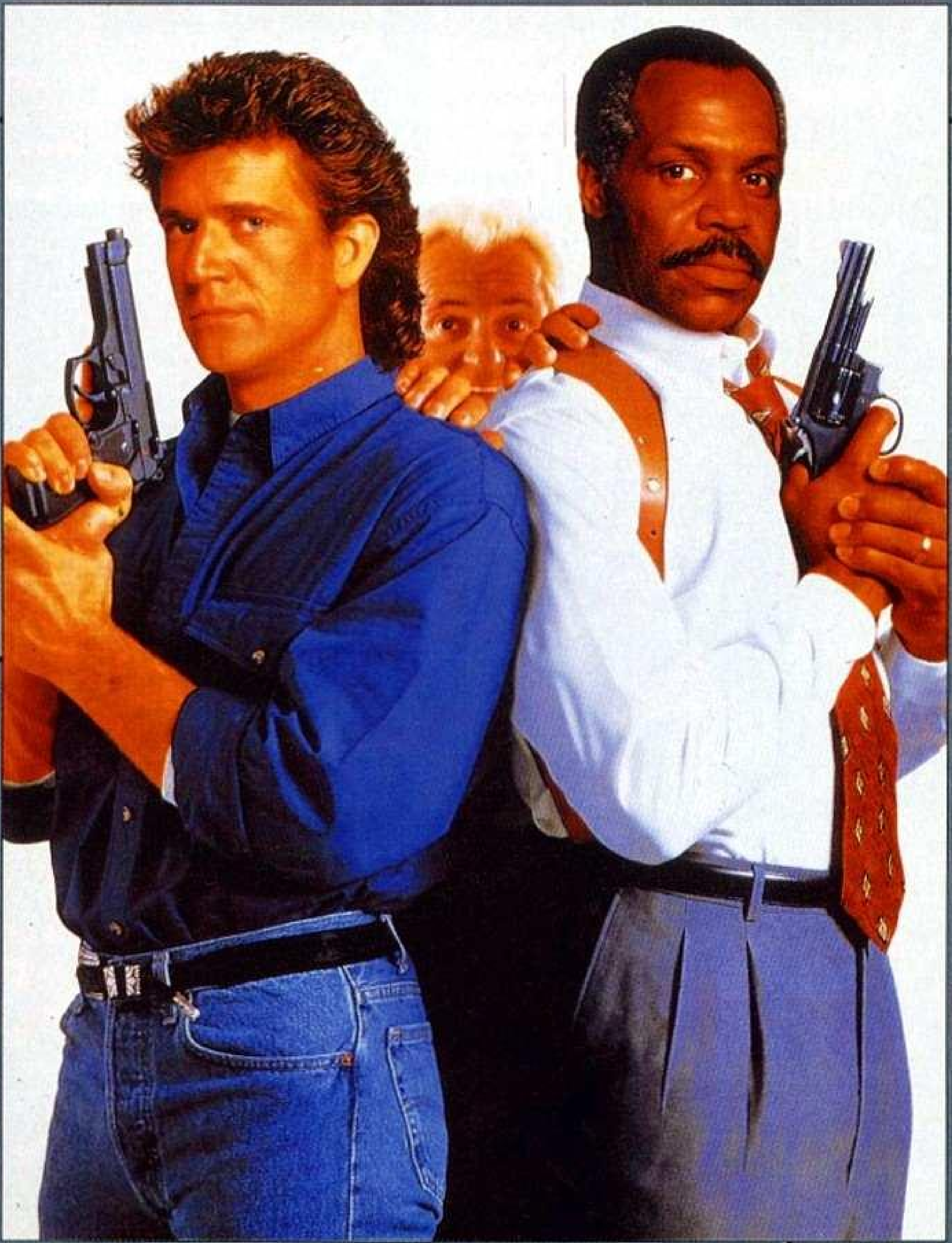
LETHAL WEAPON



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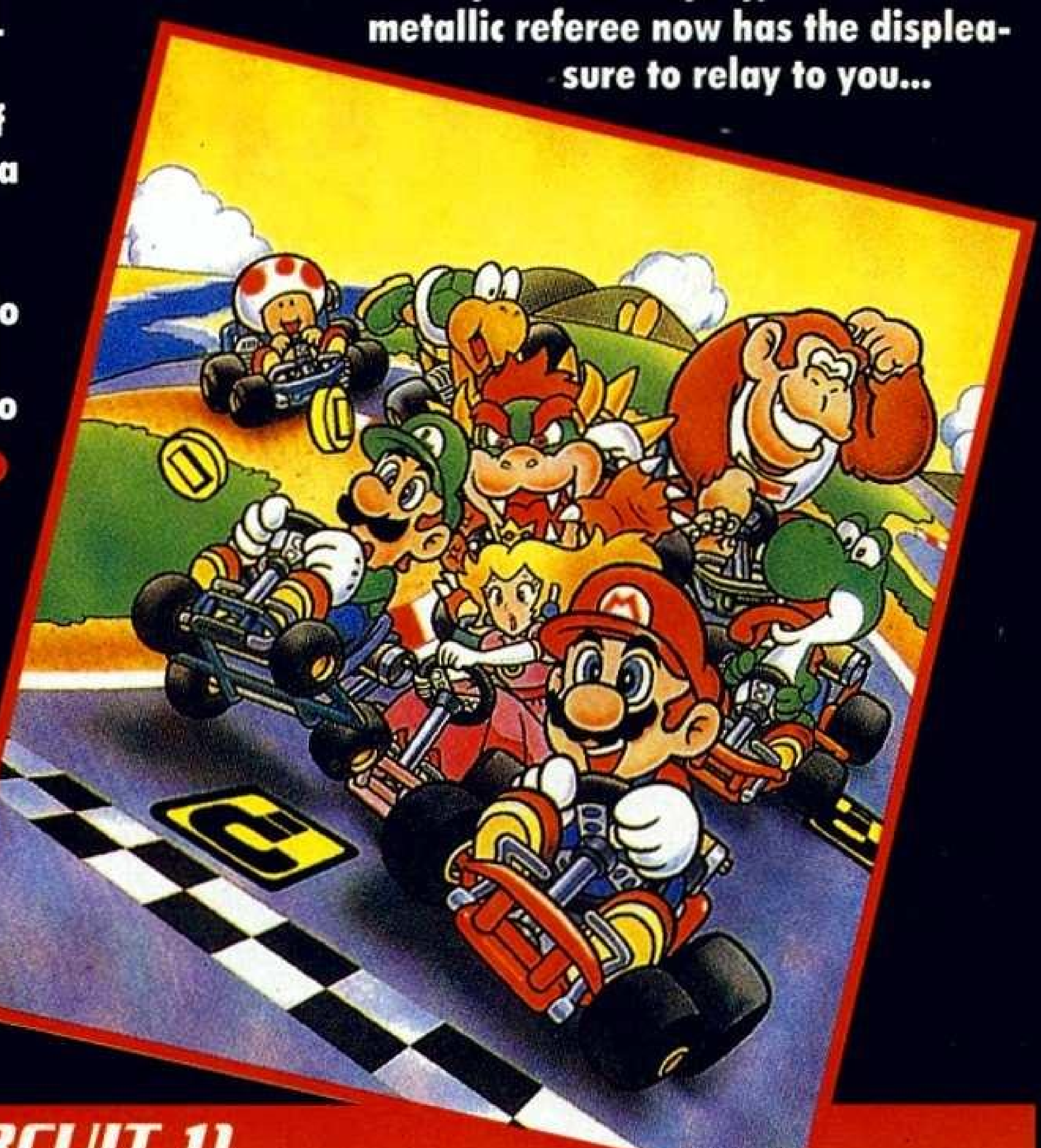
THE NMS CHALLENGE

SUPER MARIO KART

Greetings, and welcome to the Challenge System. Fresh from Christmas and a total rewiring, the ScoreMonitor Mk IV has decided to create a new arena for your gamesplaying skills (since you're always pestering us on the phone about how hot you are). Hence the arrival of the NMS Challenge. Each month we hope to abduct a highscoring, heroic reader and put him or her up against one of the grossly inflated egomaniacs on the NMS team in our noxious Challenge Chamber. To kick off, the ScoreMonitor assembled the so-called office 'experts' to battle it out for the title of 'Mario Kart Meister'. Surely an elementary task for some members of our bragging staff? But we hadn't reckoned on some truly shambolic play, which our metallic referee now has the displeasure to relay to you...



THE ROADS TO VICTORY

As ScoreMonitor I took great trouble in devising the challenge to give each player an adequate chance (to make a fool of themselves). This meant coming up with three rounds of a knockout competition. In the first round, four pairs would take a match race on one of the easy Mushroom Cup races. The winners played the semis over one Flower Cup race, leading up to the finals, which were held over the best of three Star Cup races. And all at 150cc! At the draw the game was set: Steve Vs Rad, Rob Vs Andy, Gary Vs Jaz and Paul Vs Gus. The sad tale unfolds...

MAGIC MUSHY ROUND

STEVE VS RAD (MARIO CIRCUIT 1)

The first kart encounter didn't bode well for the future. After a joint skid start, of the pant, not of the road variety, Rad used a red shell to seize a commanding lead. After being sent spinning once, Steve never seemed to recover and set to landscaping the track borders rather than staying on the track. However, the lank-haired senior staffer was well-shaky himself, driving straight into a banana skin on the open road. In the end, Rad was the winner - by default rather than skill.

GETTING SEATED COMFORTABLY

I knew that I could never let the would-be challengers pick their own characters, since some of the snivelling spawn would keep us waiting all day, whingeing that they could only win with Toad or Princess. In the event the pick-a-character-out-of-a-hat ballot provided a plethora of groans from the usual moaning minnies - the place sounded like an Arthritis Hospital on a very cold and wet day. This is what transpired:

★ANDY McVITTIE

The man who is to Mario Kart what Moss Side is to English Tourism was grateful enough to get the moustachioed plucky plumber. He claimed he couldn't play with anyone. On past experience, I believed him.

★JULIAN RIGNALL

Anyone who thought the all-powerful one would completely fix the ballot (should that be Julian Rig-it-all) was reassured when Jaz just happened to pick the best all-round kart, Toad - purely by chance of course. He of the shaven temples and smugger-than-smug visage grinned all the way to the games room.

★STEVE MERRETT

Dismay all round as Steve picked the next best, Koopa Trooper. Dismay for the crew who knew that Koopa's hard suspension makes it the best handing kart of all, and dismay for Steve knowing that hard suspension means hard bumps, and he with his still-so-tender chalfonts...

★ANGUS SWAN

Trust the Caledonian Calamity to choose the Simian entrant, Donkey Kong. The white-vested knuckle scraper best illustrates Gus' position on the Mario Kart evolutionary ladder.

★RADION AUTOMATIC

Despite his protests, Rad chose well in the spiky demagogue that is Bowser. Both have two great similarities - very sad haircuts and complete lack of success with women.

★PAUL DAVIES

The Northern Git grabbed the Princess, a character with whom he identifies due to split ends. However, this is one gal who needs the gentle touch - a technique Paul has yet to master (despite numerous failed attempts).

★GARY HARROD

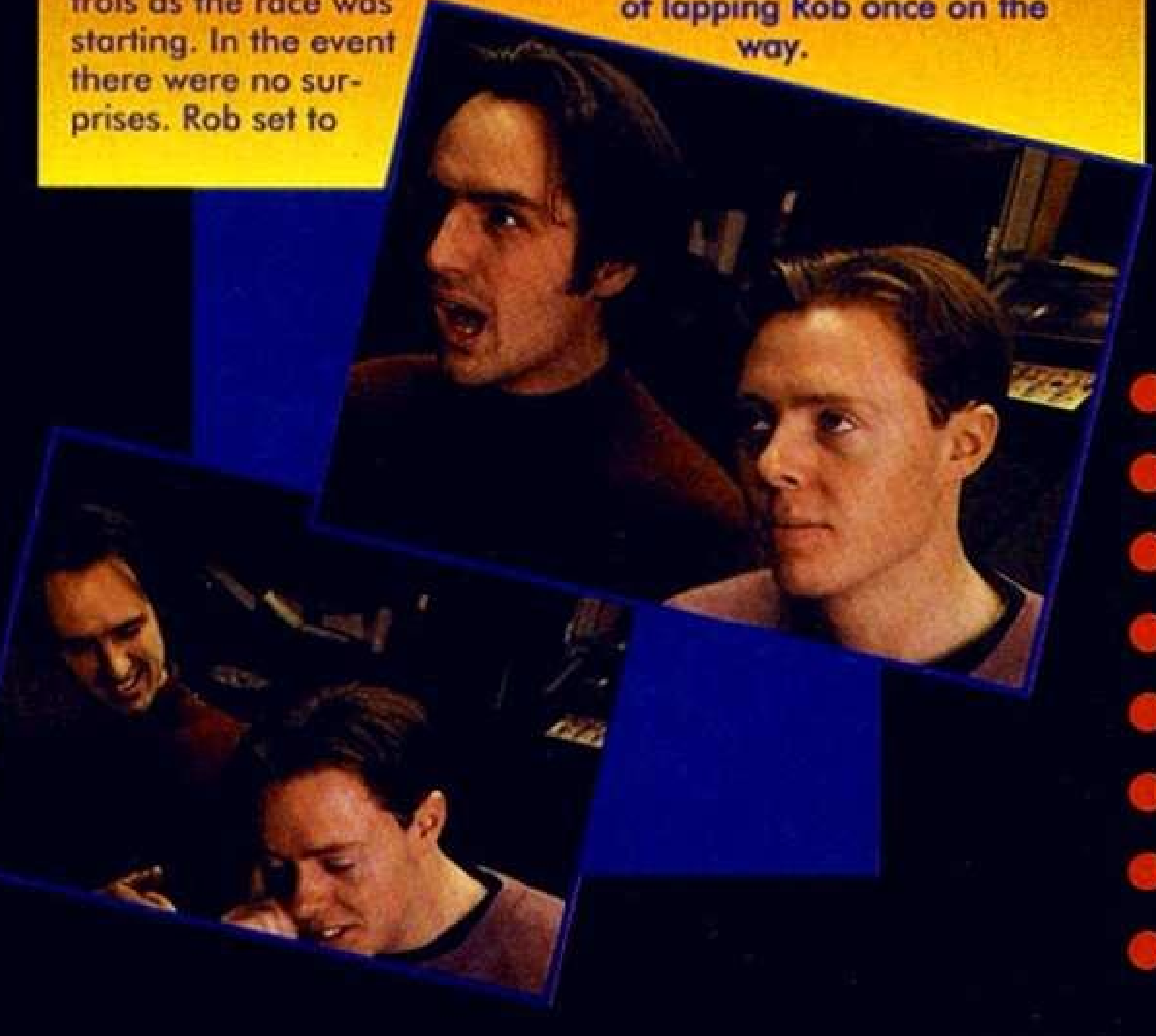
Gaz, the man who fancies himself so much he has to wear a prophylactic if he looks in the mirror, demanded a character befitting his office prestige. He duly got Yoshi, the clapped-out Citroen 2CV of Mario Karting. The big man cried, but he had asked for it.

★ROB BRIGHT

And very finally, Rob. Rob had been around since Christmas Eve, when he arrived blue-lipped on our step, a student account loan statement of frighteningly overdrawn proportions in one hand and a wacky rag mag in the other. Taking pity we brought him in and he's been loafing around ever since, living a typically student-type life - lying in until the pubs opened and going to bed when they closed. However, we needed a token sad case for the challenge, and since it was Tom from Megatech's day off, Rob volunteered. Fate delivered Luigi into his less-than-grateful palms.

ROB VS ANDY (DONUT PLAINS 1)

I wasn't expecting a great amount from the cack-handed production Editor and our refugee Mean Machines hasbeen, especially when Rob needed reminding of the controls as the race was starting. In the event there were no surprises. Rob set to cutting daisies with gusto, as Andy sped ahead with Mario. "Where are You?", cried Rob. The answer was "in front" for the entire race as Andy sped to victory, adding the humiliation of lapping Rob once on the way.

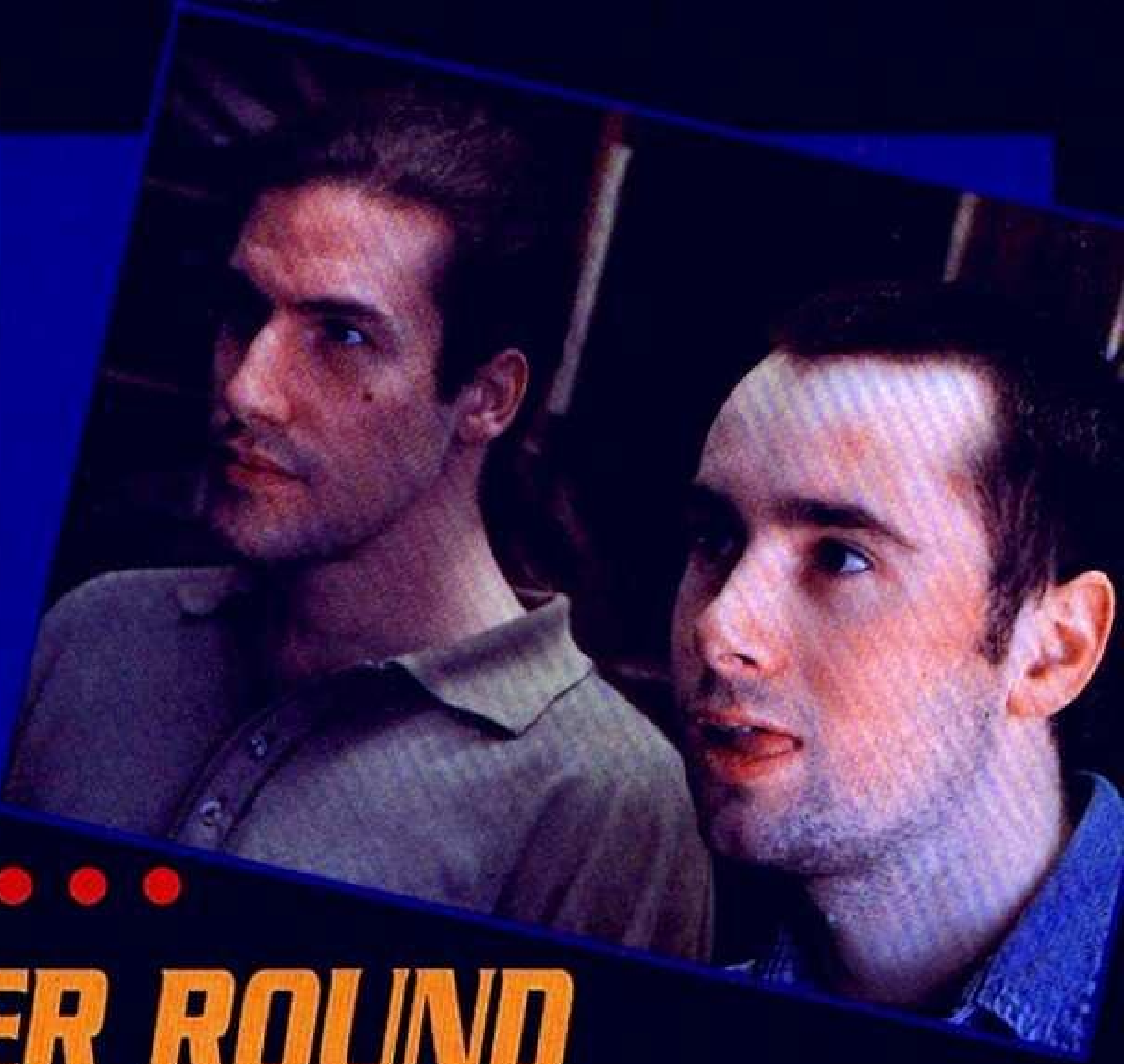


JAZ VS GARY (GHOST VALLEY 1)

Sulking big girl's blouse Gary had to be dragged to the games room, under threat of removing all reflective surfaces from the office. When the actual race commenced Jaz got the advantage of a zoom start, edging in front of Gary on the perilous chasm-bound course. A thin-lipped grin emanated from the Pat Sharp impersonator, who doesn't know the meaning of the word 'fair' as he sped away dropping bananas and shells in his wake. Gary began taking chances, which was a bad move as he quickly dropped off the course twice in succession, extending the Kajagoogoo reject's voluminous lead still further. Toad - a rather suitable monicker considering the nature of the person at the controls - sped on to a rather merciless trouncing, lapping the red-hot-favourite-turned-shambling-damp-squib twice before finishing. It was a sad day for Paleozoic Art Editors.

PAUL VS GUS (BOWSER CASTLE 1)

Polite as ever, hairy Northerner MK II offered the choice of screens to hairless Scotsman MK I. But lurking beneath that shaggy mane were less genteel ideas, as Paul took the Princess into an early lead. But thanks to some canny play, and Kong's superior speed, he was shocked to see Gus passing him on the back straight. The Pictish fool was himself shaken at his sudden lapse into skill and reassured himself by heading into the nearest green shell. However the die was not yet cast, as the next two laps consisted of Carry on Bowser Castle 1. Paul spent as many valuable seconds pillar kissing as Gus spent bouncing off walls, with no decisive leader. As the tension mounted the Rochdale refugee obliged the Harry Lauder Kid by hitting one of his own old shells. From there, Gus made the best of it and scraped home with Kong.



FLOWER POWER ROUND

RAD VS JAZ (CHOCO ISLAND 1)

Rad was looking decidedly peaky as the challenge moved into its second phase, claiming he didn't know the Flower Cup courses. He needn't have protested, as his prophetic words were realised immediately. Spurred on by the sickly Kajagoogoo-like music, Chris Waddle doppleganger Jaz sped off across the Choco Island horizon, and Rad couldn't see him for Flake. In contrast, the man with distorted coiffure skidded at the line then lumbered through the ditches in half-hearted fashion. Did El Supremo show mercy at this lack of spleen? Not a bit if it. Instead he reached for the bag marked 'homing shells' and Rad became a rider of the chocolate speedway as he was sent spinning. There wasn't much more Rad could do, but a late glimmer of hope came in the form of a mushroom speed up for him. Using all his gaming skills he chose exactly the most ineffective point in the course to use up, narrowly missing one of the man-eating plants on a sharp bend, much to the amusement of his rugby-shirted opponent who cruised effortlessly over the line and into the final.

ANDY VS GUS (GHOST VALLEY 2)

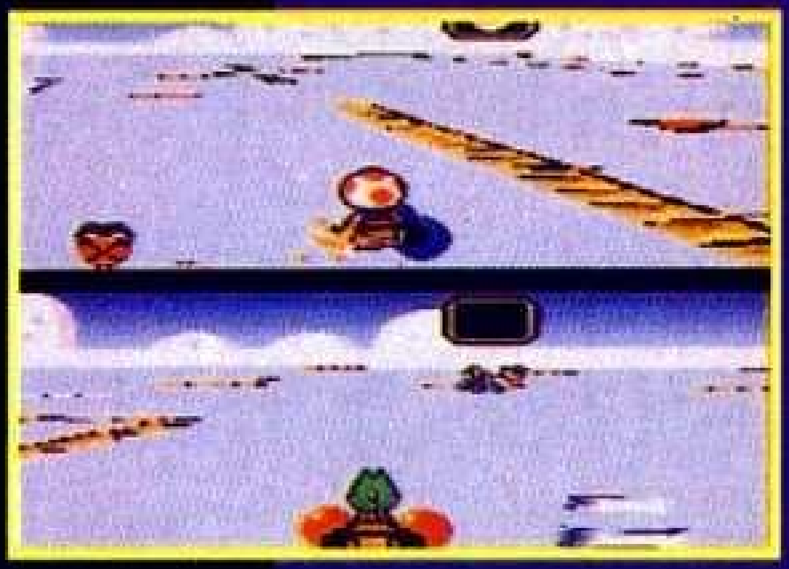
The scene for the second semi-final was the quake-inducing Ghost Valley 2, which eats skill challenged karters for brekkie. This particular pair of waffles, Andy and Gus were about to be served with a large dollop of Maple Syrup. Bucking every trend, Andy managed to give Mario a zoom start, but the lead was brief as Kong closed fast. In fact, Kong could have won - if he hadn't lost. But lose is what he proceeded to do, in true Brits-at-Wimbledon fashion. Bang! Kong's into a wall and off the course. Whoops! Whilst trying to use a feather to cross a gap, Kong's ape meister is over the edge again. Thud! Mario shows no mercy with his shell. Kong by this time has gone to pieces, but Andy's strong sense of community tradition makes him start throwing himself off at every opportunity. Kong starts to make a surprise comeback, but the gap is too big to close before Mario limps over the line, and Andy cannot believe that Lady Spawn has given him a place in the Grande Finale.

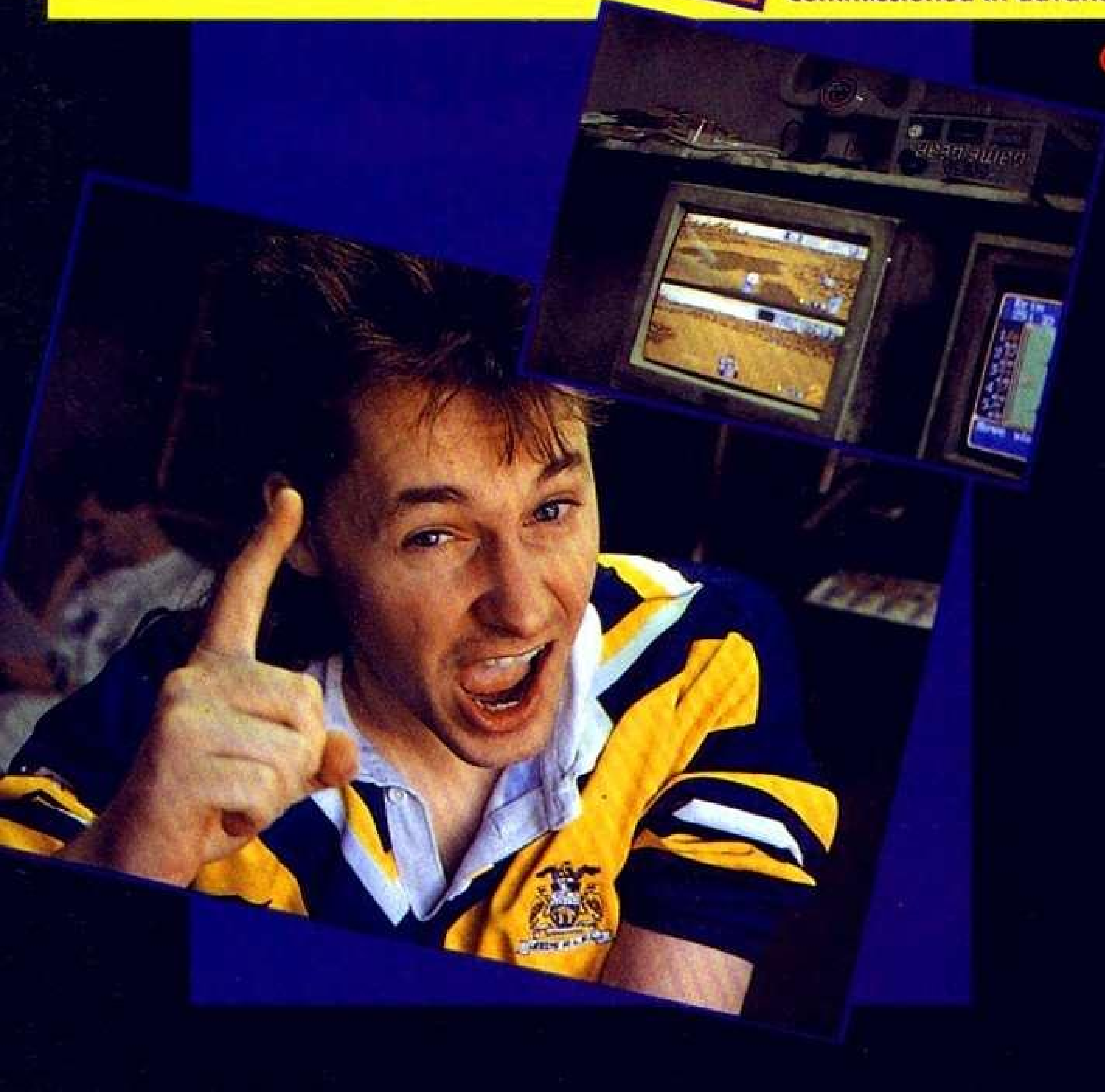
THE ALL STAR CUP FINAL

ANDY VS JAZ
(KOOPA BEACH 1, VANILLA LAKE 1)

So appalled was I at the qualifying performances, that one of my HP2s burst and the challenge was halted so I could clean acid out my battery compartment. After sticking a mains adaptor into one of my orifices I was ready to witness our two 'contenders' play the first final race on Koopa Beach. This early course is a sea breeze, so even Mario should manage round. Jaz has his timing off pat and manages a zoom start. The contrast in racing styles couldn't be greater. Toad is whizzing along the beach like a yobbo-packed XR3i down Southend seafront, whilst Mario is paddling in the shallows like a grubby kid from Rochdale on a trip to Morecombe. Jaz even feels confident enough to take the outer route on the larger island. Andy cannot understand why he's not closing until he sees Jaz taking the sneaky route through the middle of the course. Jaz sneaky? Surely not! Through his downright disrepute the Essex beachcomber can even afford to crash out a couple of times before he marks up one - nil.

The second race is bound to be the clincher, so where better than the frictionless plane of the Vanilla Lake. Both karts make cautious starts, aware of the danger posed by broken ice and cube bollards. Quickly justified, Andy begins to put in a performance worthy of the average Brit ice-skater, except he doesn't look darling in a trouser suit. Of course, the slippery boss and his toad feel quite at home, and his strange luck guides him through the cube areas without a single bump. In desperation, Mario takes to some foolish acceleration, but has yet to work out the subtle difference between a straight and a bend, and thus slides out on every corner. Jaz cannot accept the title with magnanimity, and reinforces the lesson with a homing shell - and a reminder who pays the wages. The game is over - Jaz has won. Tyranny has triumphed over ineptitude, and a strange hush comes over the office as Jaz parades around in robes had he commissioned in advance. I needed to unplug.





NOW DO IT!

Having experienced the Agonies and Ecstasies of the Challenge, have you the stomach to join the fray? We want able highscore heroes to come forward and accost our reviewers in video combat. Just fill in this coupon correctly and post it to us, with a picture if possible. Each month a lucky reader gets to come down and fulfil his dream and then go for a slap-up chip lunch with us. A word of advice - no SFII or Mario Kart challenges. Pick something fresh, and give us a jolt. All forms clearly marked to: HEED ME WRETCHES, I WILL WEAR THE CROWN, OH YES! NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

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AGE:..
I'M COCKY ENOUGH
TO CHALLENGE: ....**(REVIEWER)**
TO A
GAME OF:..............................**(YOUR CHALLENGE GAME)**

WIN A TRIP

LI

Those busy chaps at Interplay are set to unleash the Claymates on a Super NES near you. It's a tale of rescue, heroics and a putty-like substance - and it's set for a late 1993 release. However, how would you like the chance to meet the team behind the game? Oh, and actually fly over to Interplay's Orange County-based offices in America to do it! The way Claymates works is that a character called Clayton is out to rescue his father from a band of evil kidnappers. On scouring his Dad's office for anything which may give him a clue as to his whereabouts, Clayton stumbles across an unusual machine. Unfortunately, on operating the ornate device, his flesh is turned to clay...

The game picks up with the clay-based Clayton exploring a series of scrolling locations in search of his Father. Water scenes, platform areas and a series of obstacles stand in his way, but being made of clay has certain advantages - including the ability to change his form! Yessiree, Clayton is bestowed with five - count 'em - personalities, ranging from a fast-climbing cat to a fish, and using these features is essential when traversing the deadly landscape. Additionally, other 'helper' characters line the route, offering useful advice or the odd red herring.

To win this chance in a million prize, we want to know WHY you think you should be flown over to the states. In no more than 25 words, let us know what merits you earning this excellent expenses-paid trip to America - with Disneyland and the Universal Studios Theme Park only minutes away. One of the NMS crew will also be going, and that makes the prize even more special. So, get your thinking caps on and send your reason to:

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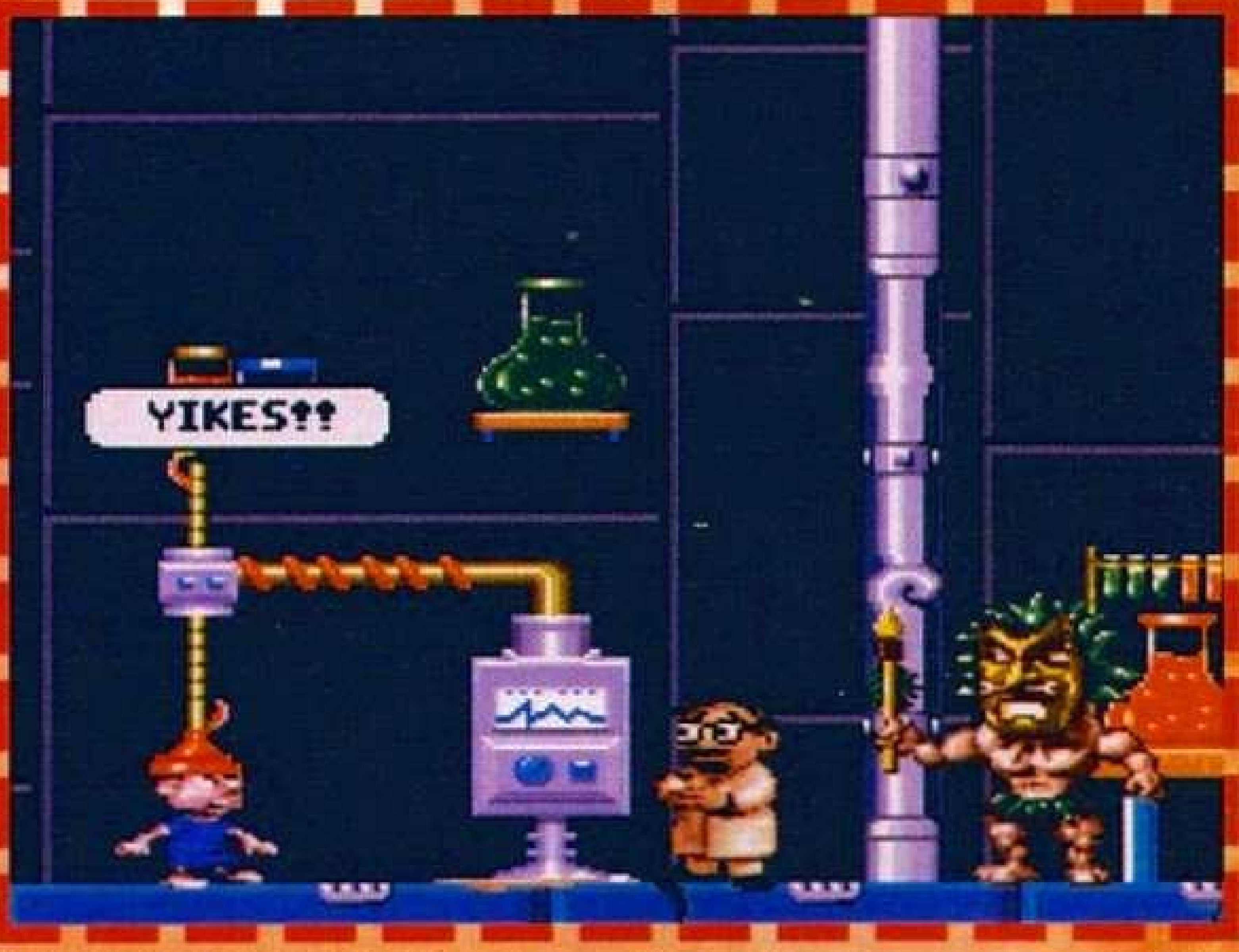

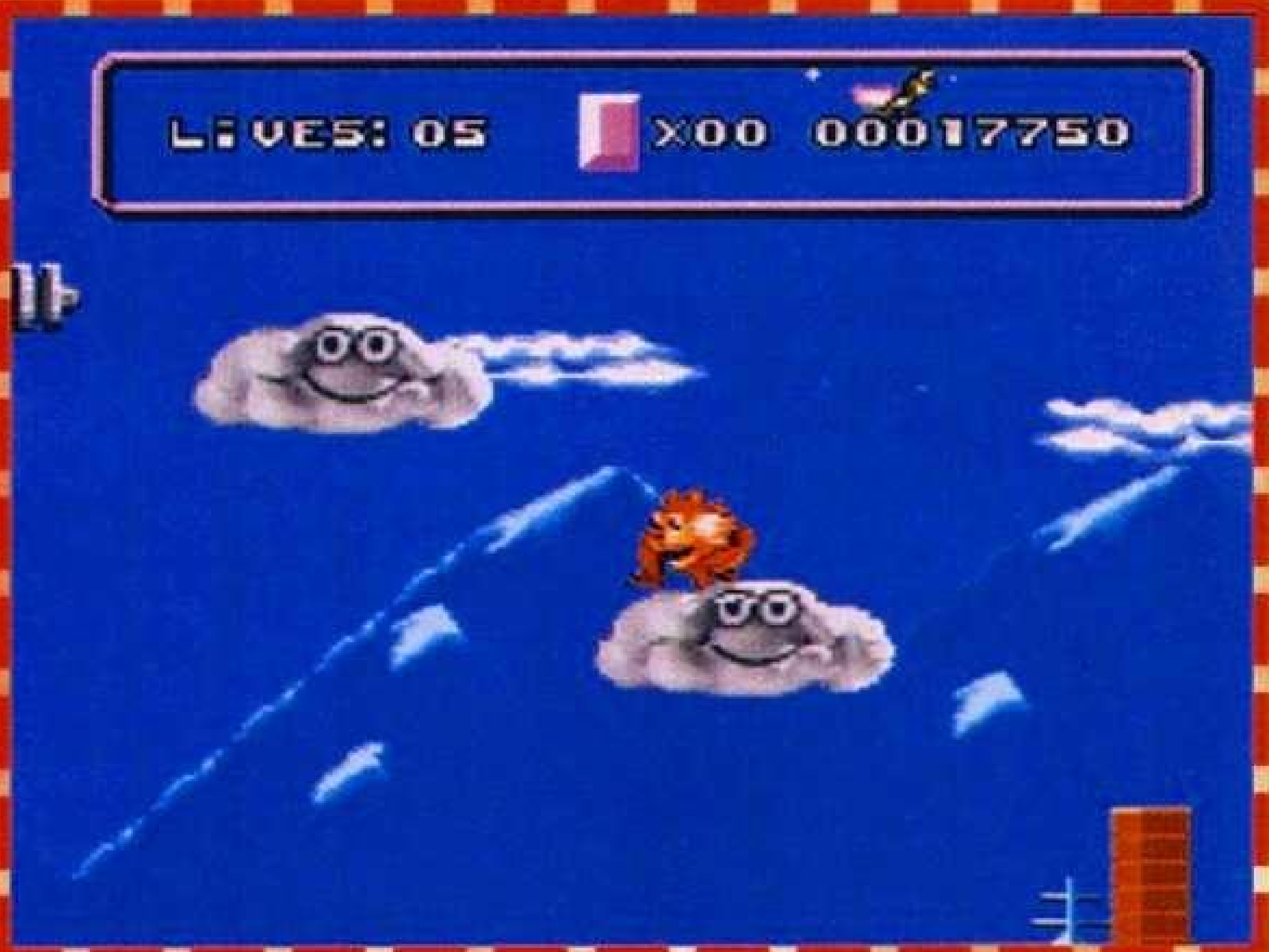

OF A

ETIME

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Professor Putty, I want that Serum?

REVIEW

GAMEBOY

1 PLAYER

1 MEG

ARC GAME

DIG DUG®
PRES START

TM&© 1982 1992 NAMCO LTD.
NAMCO HOMETEK, INC.
LICENSED BY NINTENDO

NEW
DIG DUG
PRES START!

PRICE:£24.99
BY: NAMCO

RELEASE
TBA
CONTROL
JOYPAD
GAME DIFFICULTY
MEDIUM
CONTINUES
UNLIMITED
SKILL LEVELS
1
RESPONSIVENESS
EXCELLENT
1ST DAY SCORE
33,000
ORIGIN
This is a Game Boy conversion of the arcade original with New Dig Dug, an enhanced game, also included.

Dig

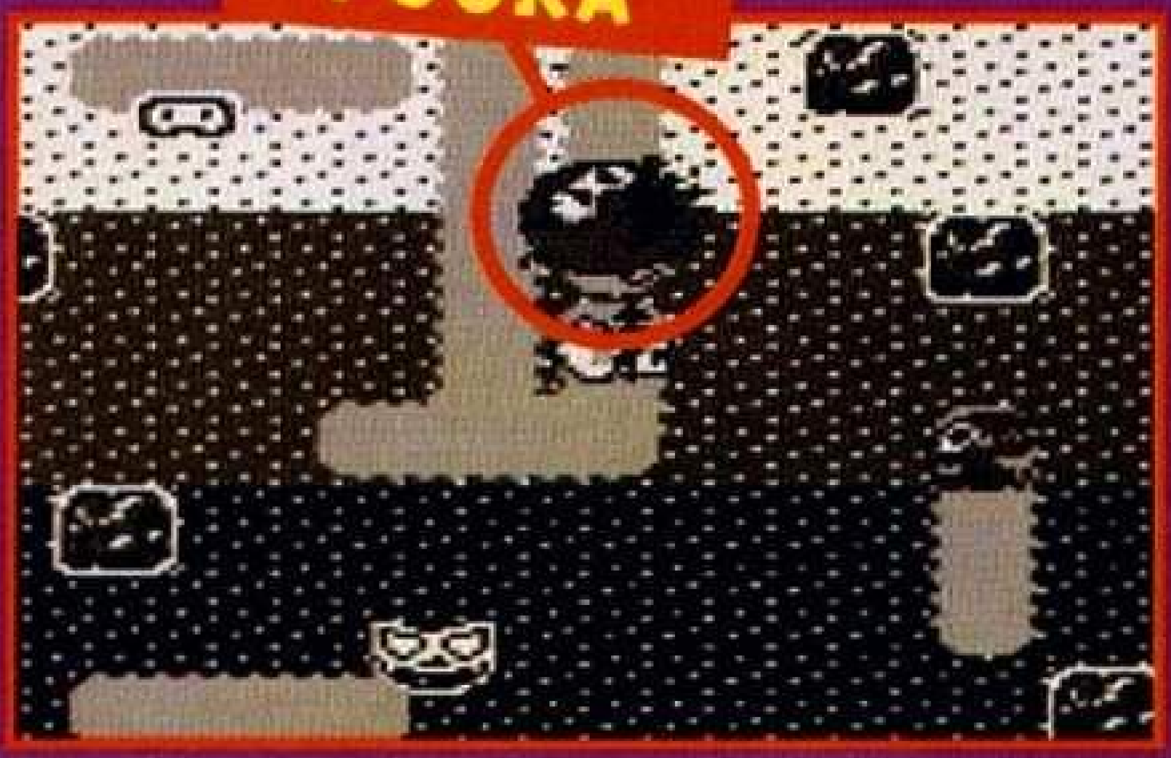
Way, way back - about ten years ago, in fact - a company called Namco was riding high in the arcade business. Games such as Pole Position, Pac Man and Dig Dug made their name and Namco's titles were always simple but explosively addictive affairs - especially Dig Dig. In fact, it's a testament to the game's playability that it has been revised and updated for this new hand-held version.

Starring a little miner named Digby Dug, Dig for short, the aim of Dig Dug is simplicity itself: clear the screen of pests. A little suspension of belief is required to take in the scenario, though. It seems Dig is the minuscule protector of a garden, and the main foliage pests reside underground. Using his incredible powers of excavation, Dig is armed with a air jet which is used to inflate the burrowing beasties until they explode and die.

WEIRD HANDLES CENTRAL

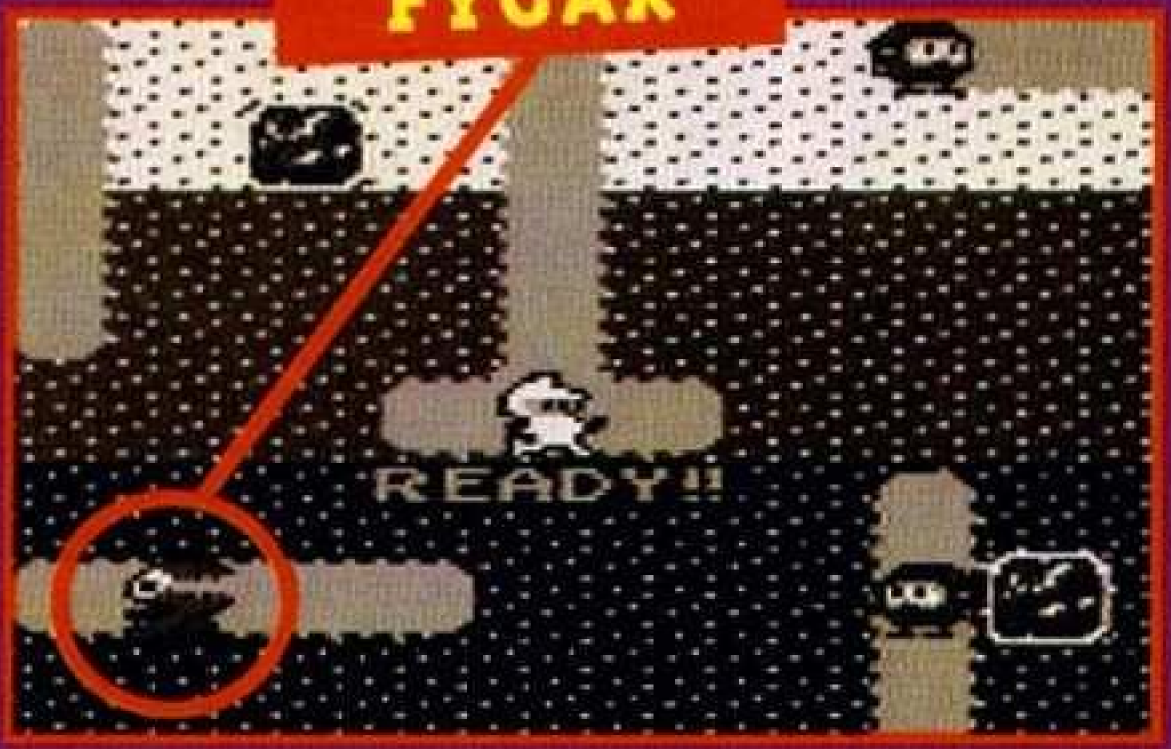
As you might expect, the monsters who live underground are a strange lot, with even stranger names. There are only two types to learn, so let's get acquainted...

POOKA

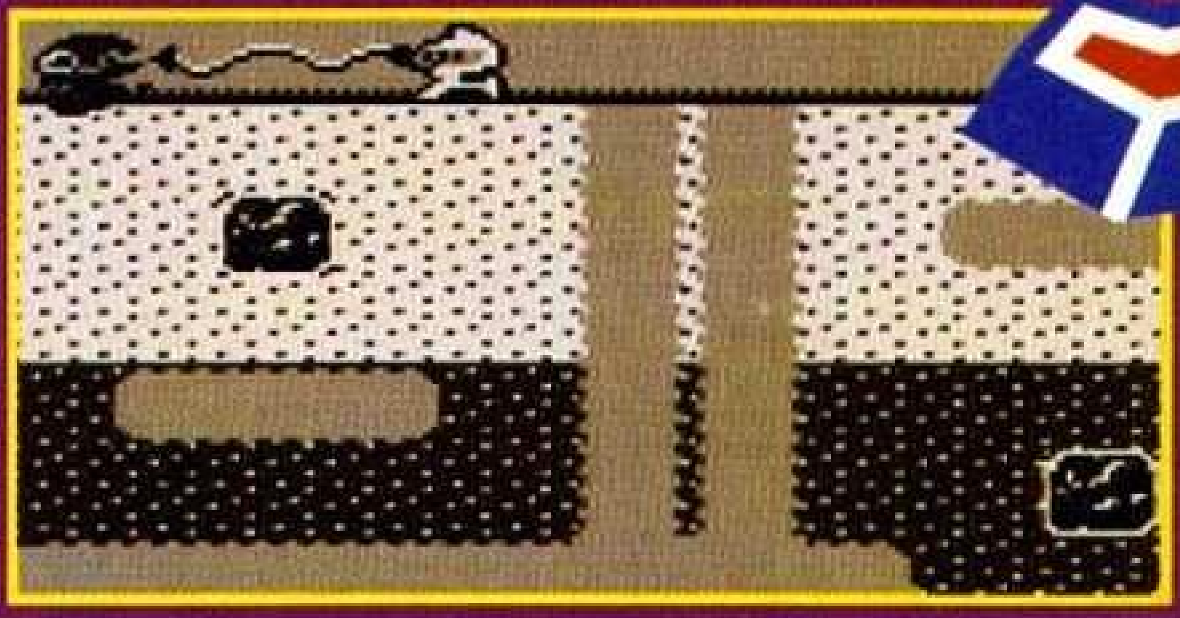


Pooka is the most common monster, a sort of tomato in a scuba mask. He simply runs along the corridors, trying to collide with Dig. Once he's on the trail it's quite hard to shake him.

FYGAR



Fygar looks for all the world like a dragon. Like that mythical beast he has the unfortunate ability to breathe fire One blast of which results in crispy Dig. Fygars patrol the corridors and give warning of their fire blasts by coming to a halt.



▲ Fygar reluctantly submits to some impromptu liposuction.

PUMP IT UP!

Dig's weapon is a vacuum wonder. When fired, a hose extends in the direction he is facing, bumping between the walls. If it finds a meanie within its range it attaches automatically and starts bloating the monster with compressed gas. After three pumps, the meanie explodes into harmless scraps.

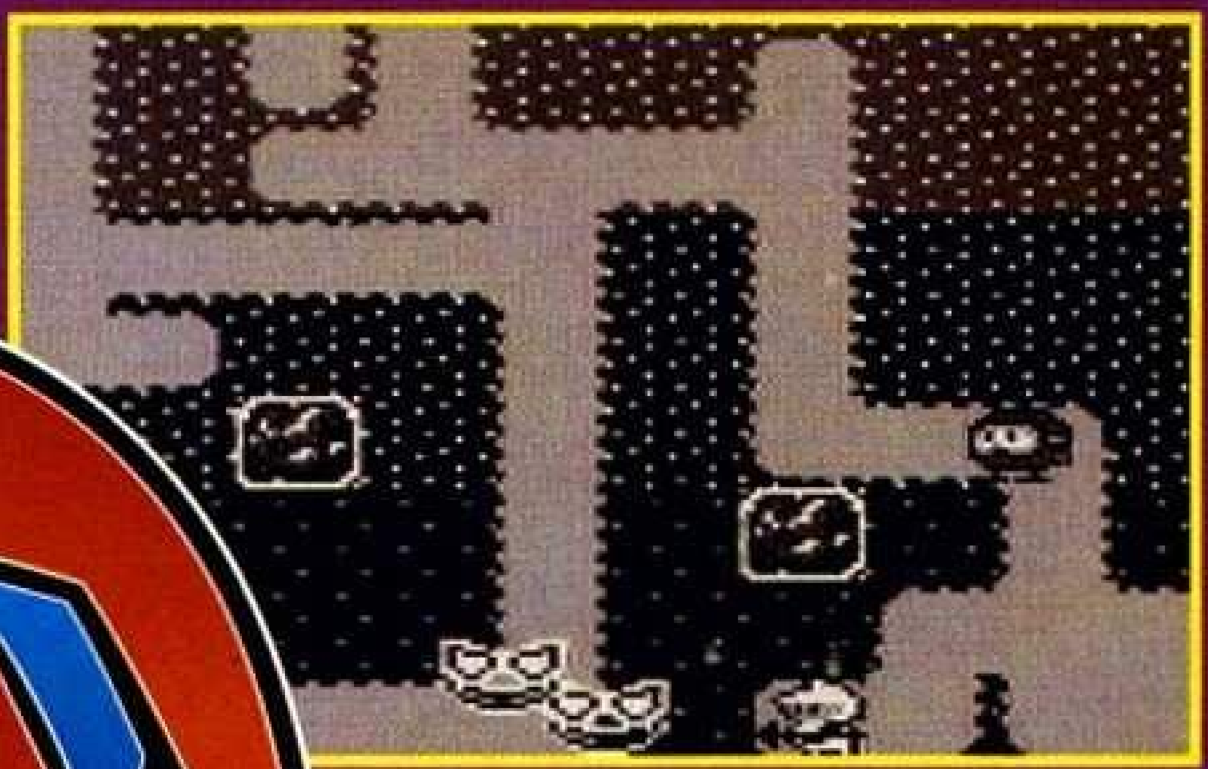
COMMENT

GUS

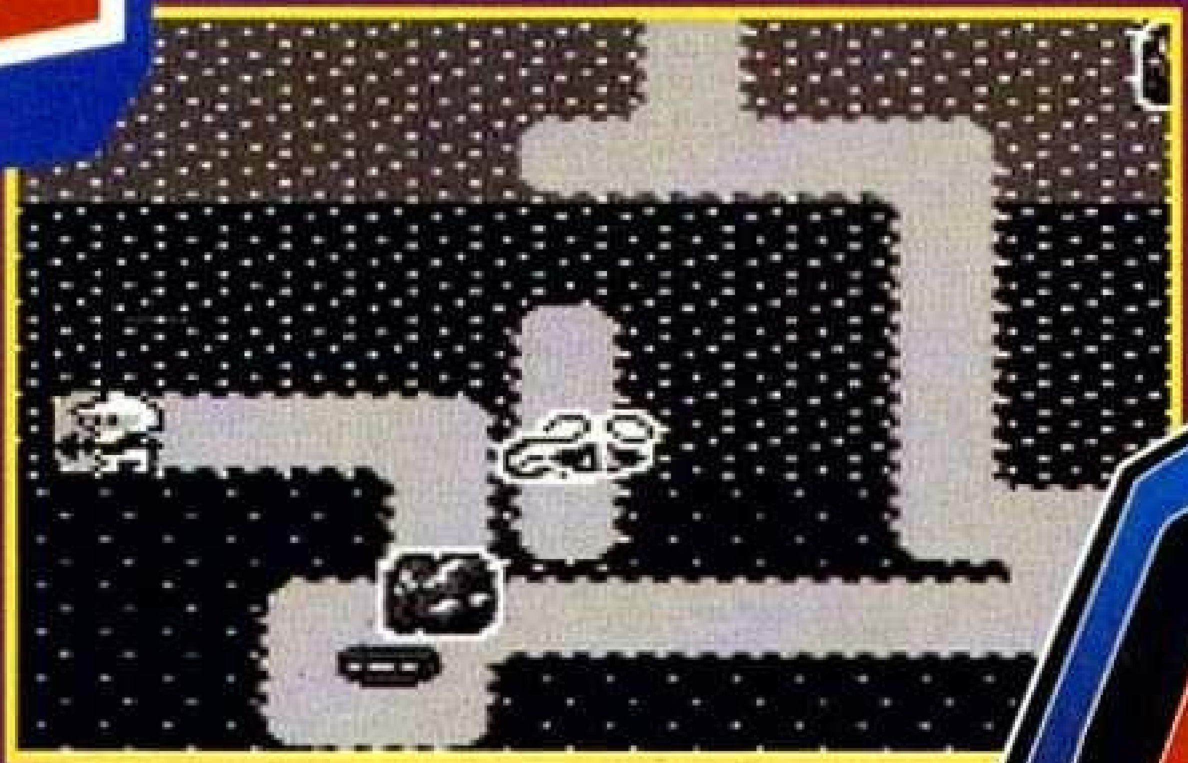
Dig Dug has very special memories for me: it was the first game I really went ape over. Now it seems as fresh and playable as the day I clapped eyes on it at Bournemouth pier. This is more than partly due to the excellent and faithful conversion Namco have created. The graphics, sound and 'feel' of Game Boy Dig Dug are spot on, even down to the animation and small touches such as the music stopping when you stop moving, and the flowers planted each round. For many of you the closeness of the conversion is irrelevant. Surely this is an ancient arcade game which has passed its sell-by date? Wrong! Dig Dug comes from a time when playability standards were high, and is just perfect for the Game Boy medium. It's immediate, challenging, and absorbing. It's the perfect Game Boy cart to have in your pocket for a dull half hour. Just plug it in and you're away. It's also one you'll come back to again and again to push up that high score. The new version that Namco felt compelled to include is generosity to a fault! It's really tough, with a style of its own, which really means two separate games for the price of one. One of the best releases for the Game Boy in months, and I for one love it.

SPIRITS OF THE UNDERWORLD

One further and horrifying ability of the Pookas and Fygars makes itself apparent rather quickly. When feeling particularly bloodthirsty, they turn into ghosts which gives them complete freedom to move round the screen as they wish. Normally they are constrained to move in the corridors that Dig has dug. Dig is kept aware of their position by the spectral outline of their faces.



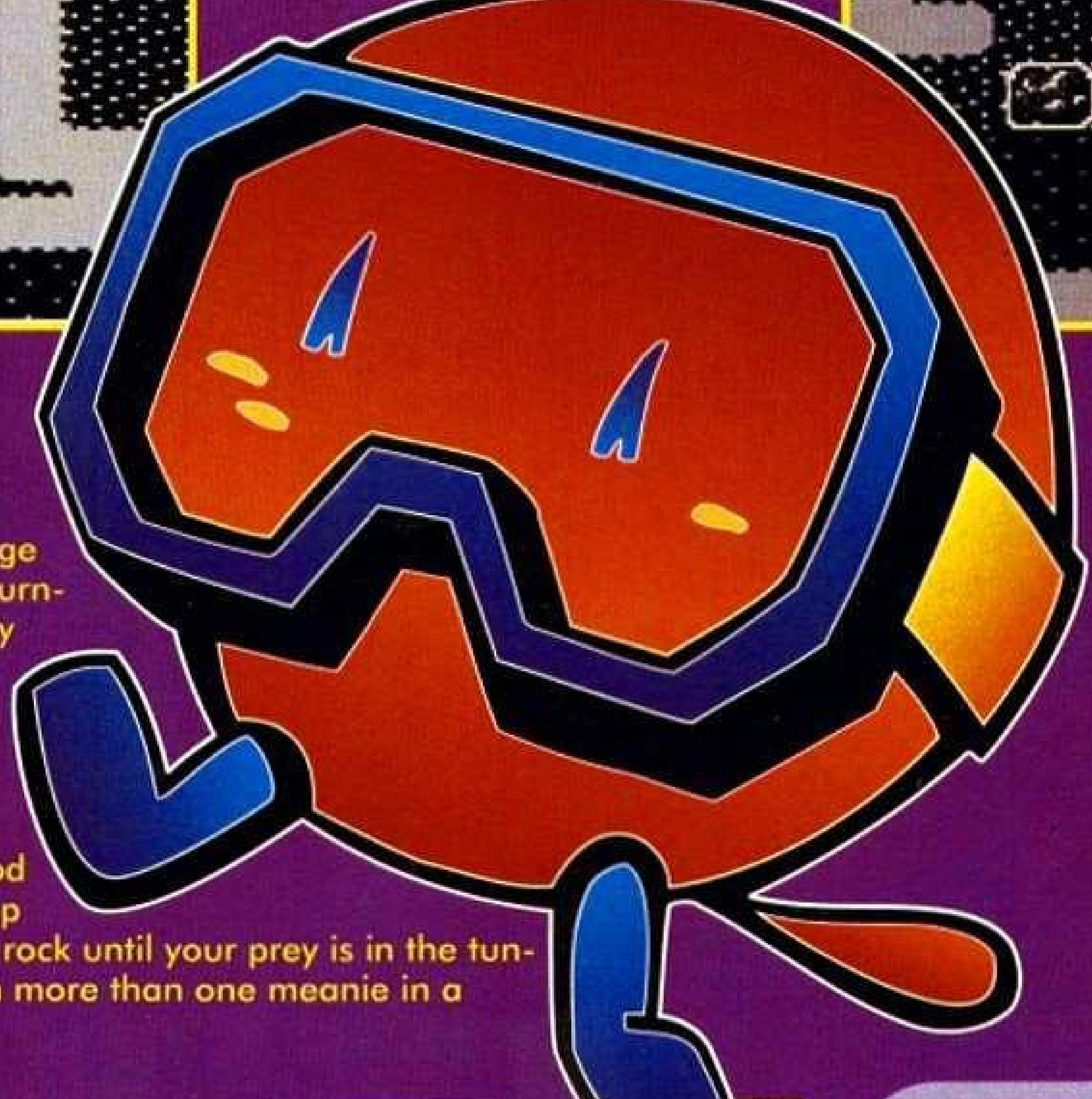
▲ Dig Dug's mine will be closing soon, because it's far too uneconomic. More miner sprites for the dole queue...



▲ Rocks away! All that's left is Pooka scrapings.

ROCKS AWAY

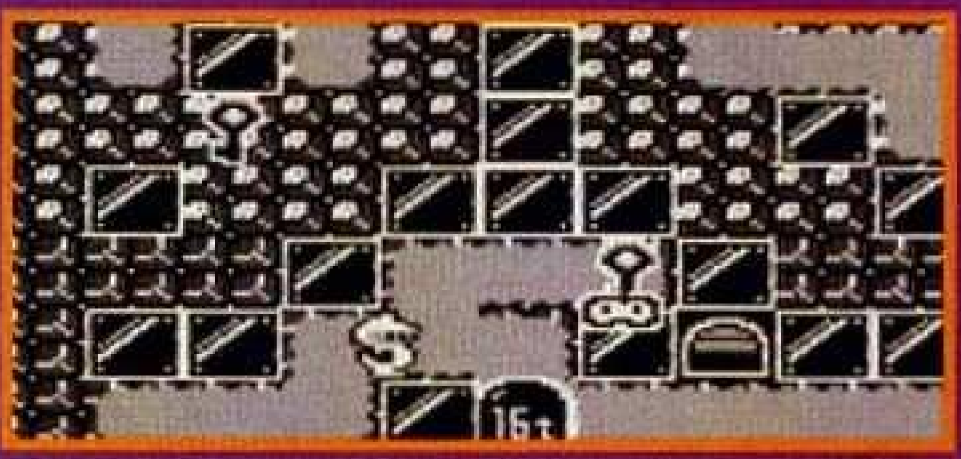
As any keen gardener knows, the average garden is full of stony bits which make turning the soil a birrova pain. These happily turn to your advantage in Dig Dug, though, as they are used to drop on a meanie's head. This is effected in one of two ways. The first is to build a horizontal tunnel underneath the rock, but get out of the way fast. The other method involves digging a long vertical tunnel up to a rock. It's possible to stay below the rock until your prey is in the tunnel, and then move aside. Try and catch more than one meanie in a rock ambush for multiplying scores.

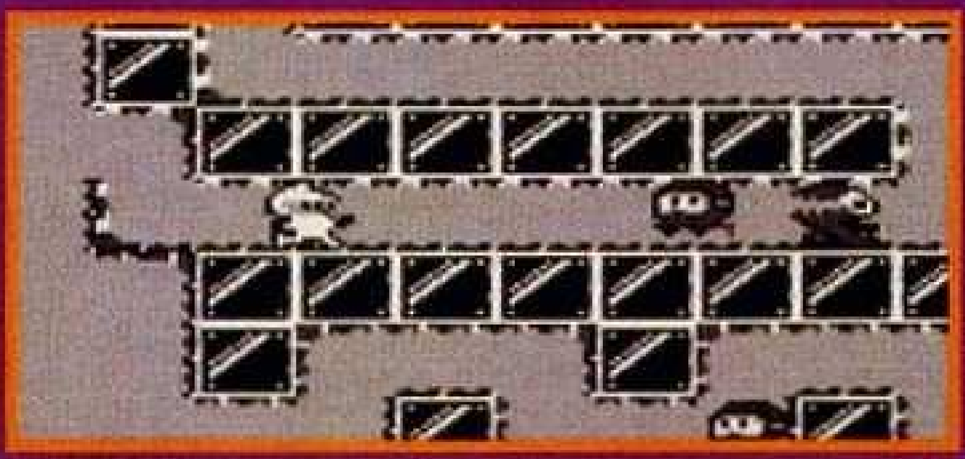


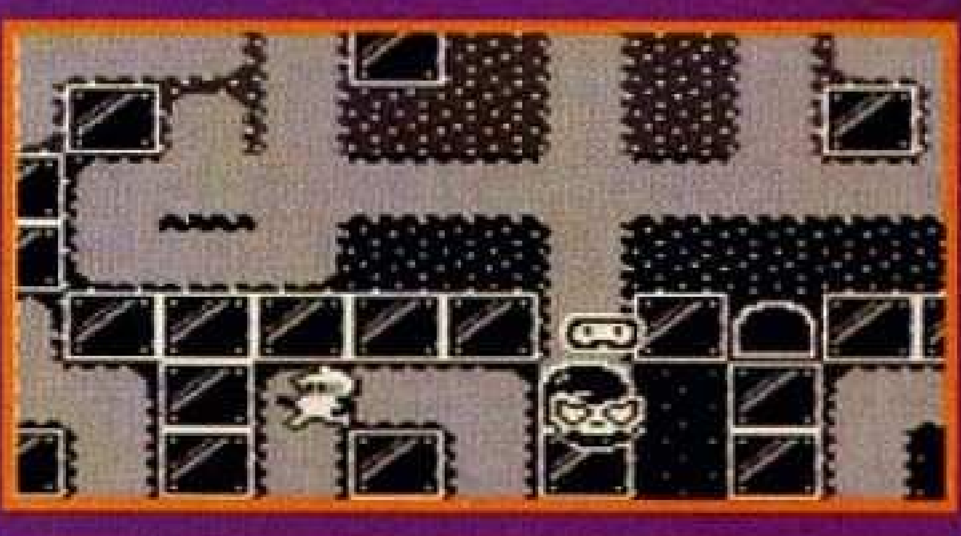
ROUND CLEAR!

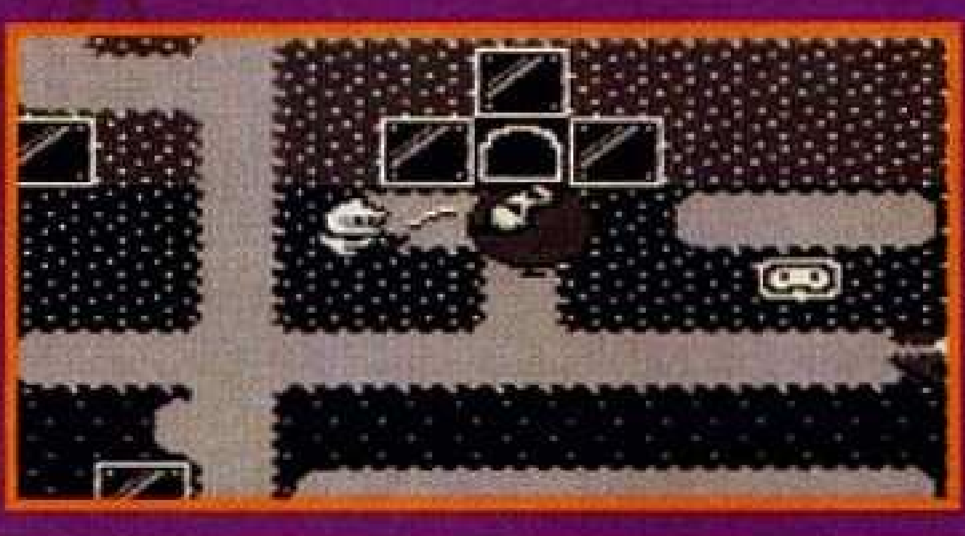
NEW, IMPROVED DIG DUG!

Perhaps thinking Dig Dug was too simple a concept for the mighty Game Boy, Namco have included an expanded version of the game ~ the originally-titled New Dig Dug. In addition to killing the meanies, progress to the next round is made by opening a portal. This is effected by collecting the keys which are littered around the playfield. The playfield in the new version is expanded, but provides more problems because iron blocks begin to make an appearance. As the rounds progress, the number of blocks begins to form a maze which adds to the confusion.







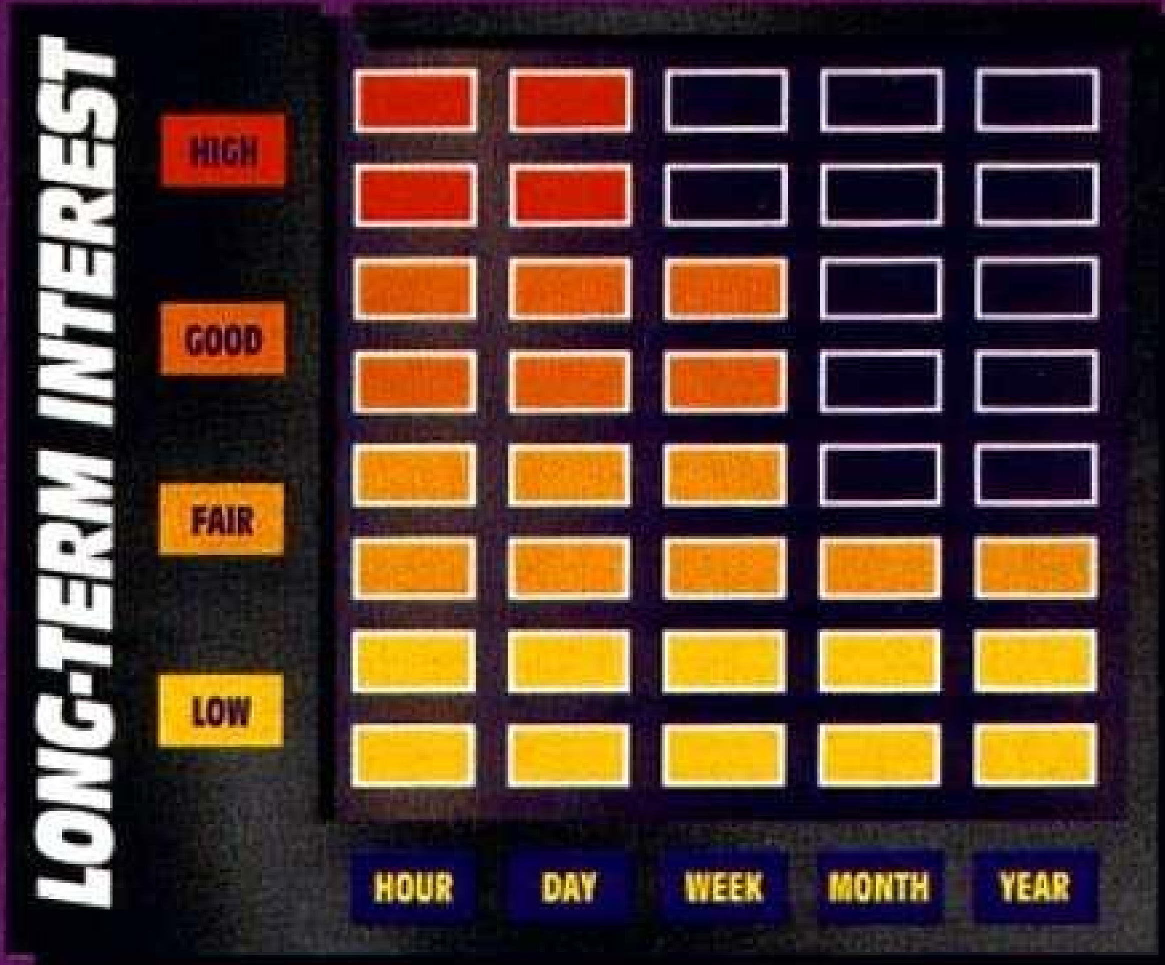


How To Control Burrowing is effected using the joypad, and Dig Dug moves in four directions only. There are no diagonal movements.

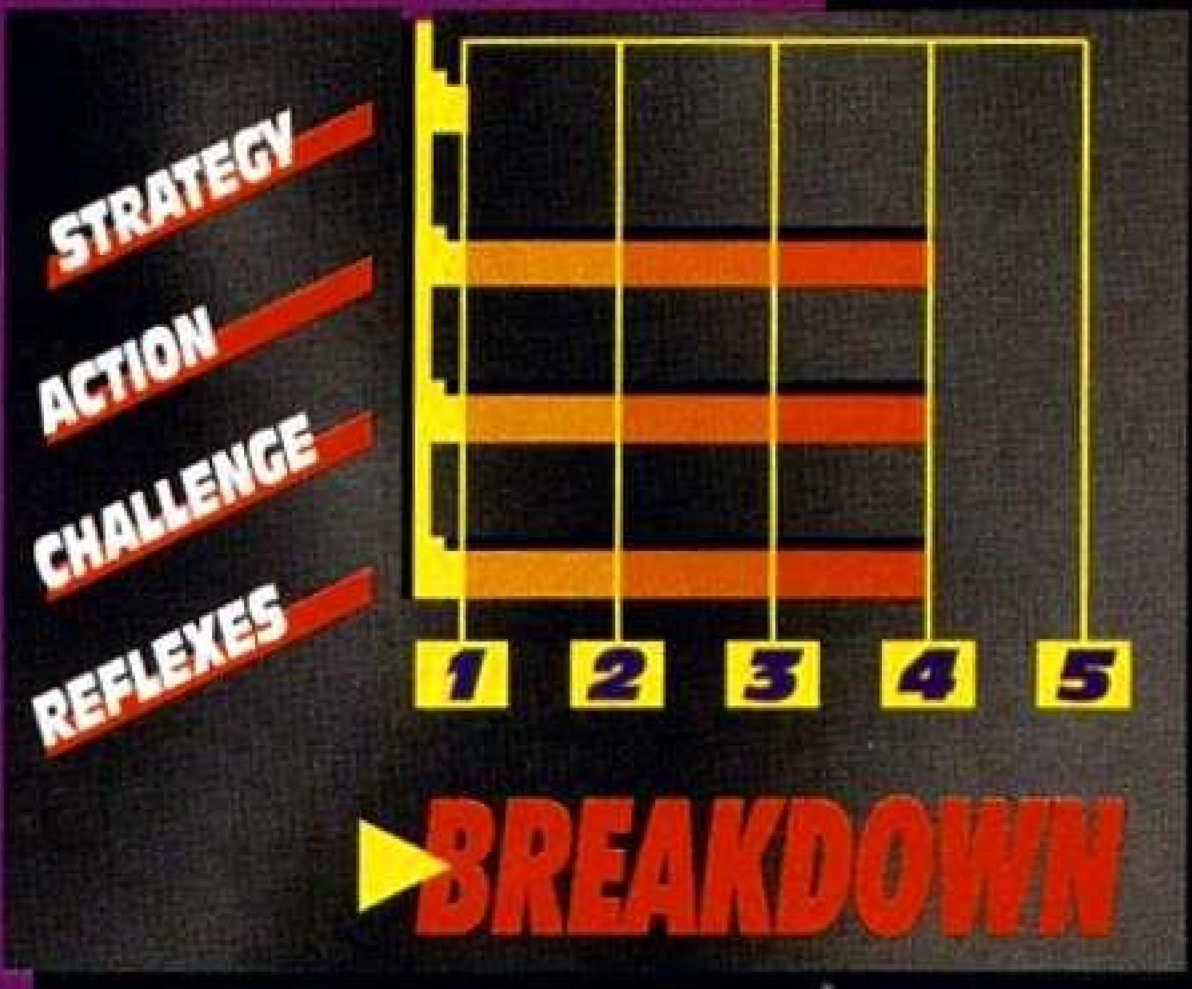
A	Pump.
B	Pump.
S	**SELECT BUTTON:** No function.
S	**START BUTTON:** Pause/Restart.

How To Play Dig in any direction, pumping the monsters until they explode. In New Dig Dug, our hero collects keys to open the exit.

REVIEW



RATINGS



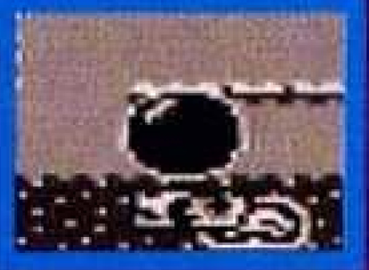
COMMENT

Memories of wasting all my loose change in the arcade above Chichester swimming pool came flooding back as I started playing Dig Dug. All the old favourite tunes, ditties and attack waves have been faithfully recreated, and it's a testament to the original's playability that Dig Dug hasn't dated one bit. Like all those oldie and goldie coin-ops, Dig Dug's success is mainly due to its simplicity. Okay, so inflating nasties with a hose pipe hardly sounds like twenty-five quid's worth of entertainment, but there are so many ways to clear a screen that you'll wear out your Game Boy's batteries trying to reach that elusive next level. To be honest, I'm not all that fussed about New Dig Dug which has been included, as Boulderdash did the collection theme so much better, but it still proves a fairly interesting aside. Unfortunately, Dig Dug was overshadowed by the likes of Pacman when it was first released, but perhaps this Game Boy incarnation will see the credit it deserves. I certainly hope so.

NEW WEAPONS

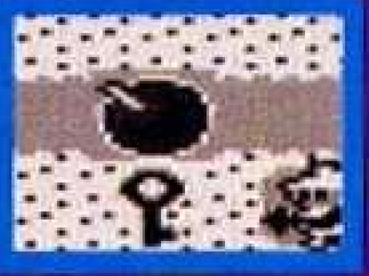
New Dig Dug offers another three weapons for Dig's armoury. However, like the rocks, they often rebound on the player if they're not careful:

BALL-BEARING



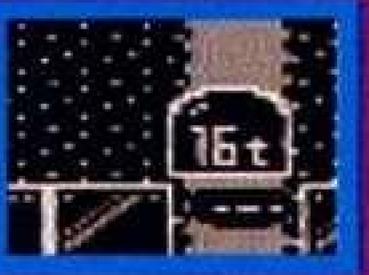
Dig underneath these to make 'em roll. Bearings roll along tunnels until they reach a wall and reversing. They also flatten everything in their way.

BOMB



Cherry bombs are safe until undermined. However, if they topple and hit the ground they explode, killing anything in the vicinity.

16T



Stands for 16 tons, in the rib-tickling cartoon tradition. Basically flattens things like a rock, but doesn't disintegrate when it hits the ground - often blocking Dig's path.

PRESENTATION

▲ Two separate games included on the cart. The recreation of the arcade's presentation is faultless.
▼ No options relating to difficulty, and no high score table.

80

GRAPHICS

▲ As close to the arcade as is possible on the Game Boy. Cute, clear and fast.
▼ Very occasional slow-down, due to lots of sprite movement.

75

SOUND

▲ The original music and effects have been ported exactly onto the Game Boy. Great diddly tunes and FX.
▼ The sound of 1982 isn't quite state of the art now. Appreciate its limitations.

73

LASTABILITY

▲ The challenge of having a high score assures its active place in your collection.
▼ The gameplay won't surprise you after a while.

83

PLAYABILITY

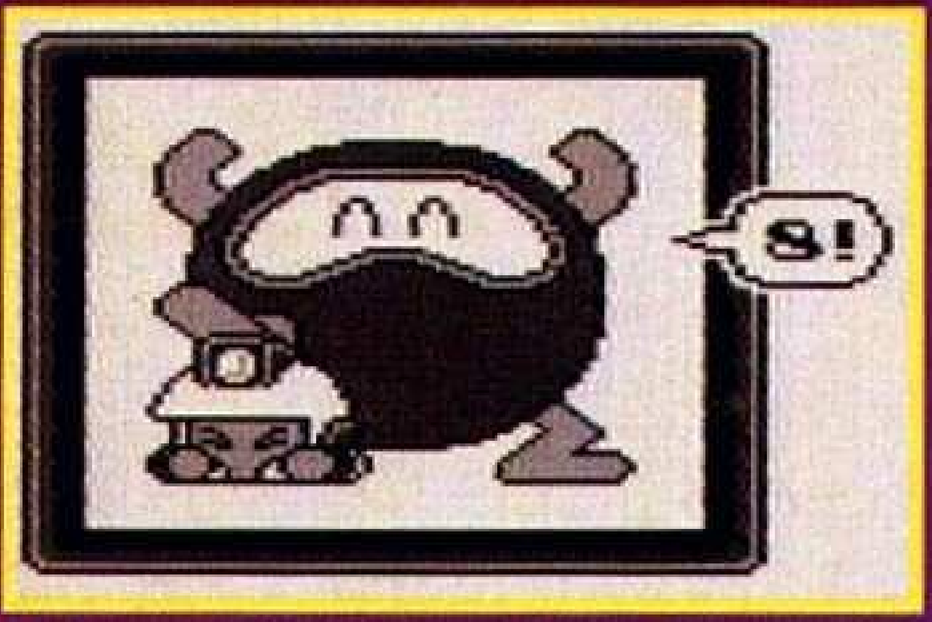
▲ Dangerously addictive, due to its simple rules and controls. Easy to play at the beginning.
▼ Not a game for lovers of complexity.

92

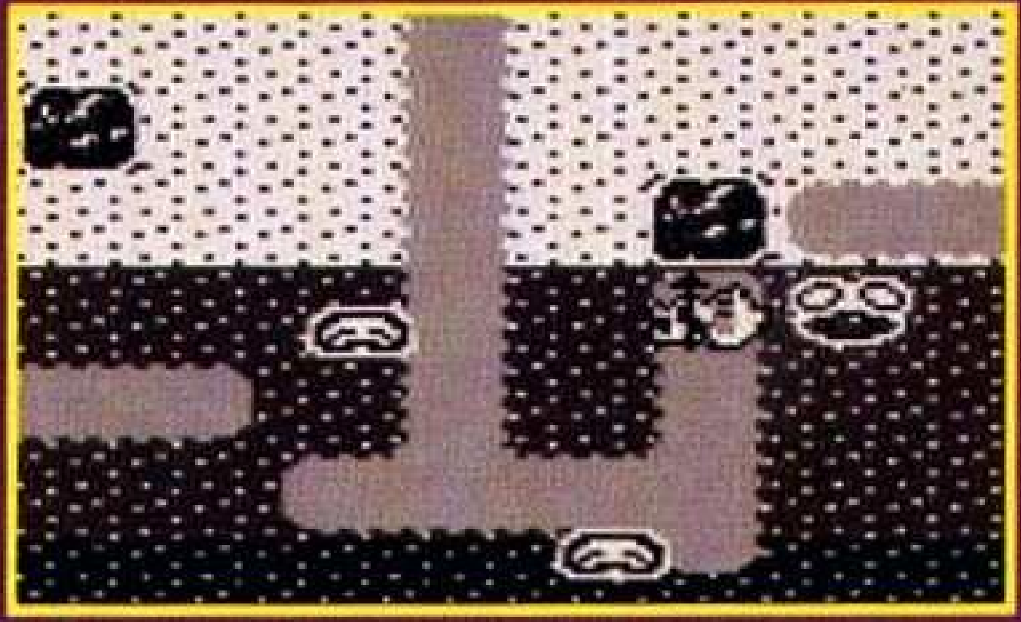
OVERALL

A classic conversion of an old arcade classic. The perfect 'pick up and play' cart, and Dig Dug lovers couldn't ask for more.

84



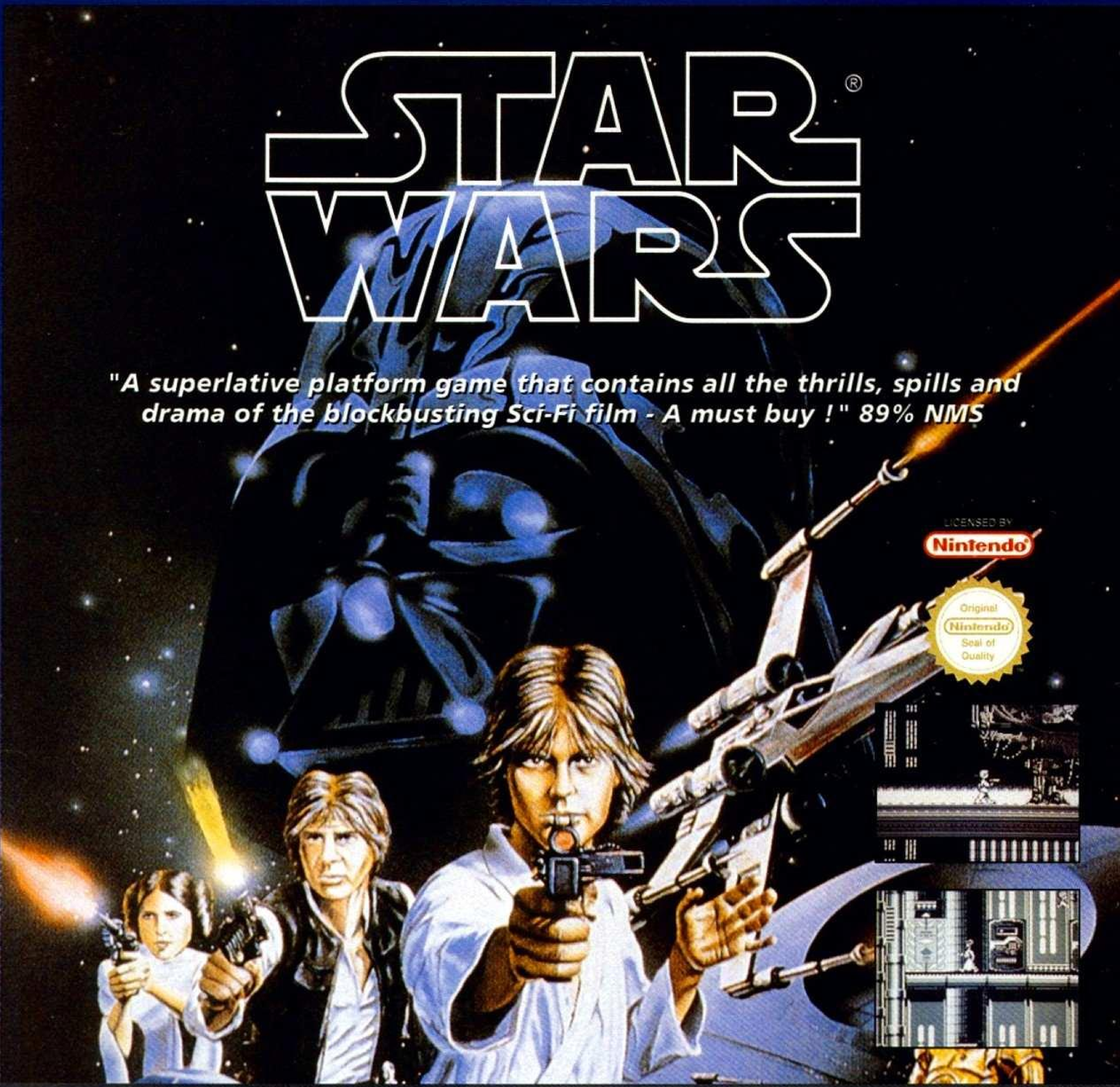
▲ Hooray iit's the office party - who cares about caps!



▲ More irrelevent captions under the influence of Peroni.

▲ Do you think Dig wants a beer?

▲ Tell me, did Dig get a card from Acclaim and a Ferrero?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SUPER NES

2 PLAYER

8 MEG

SHT GAME

LETHAL WEAPON

PRICE:£44.99
BY:OCEAN

RELEASE
TBA

CONTROL
1 JOYPAD

GAME DIFFICULTY
MEDIUM

CONTINUES
5

SKILL LEVELS
3

RESPONSIVENESS
GOOD

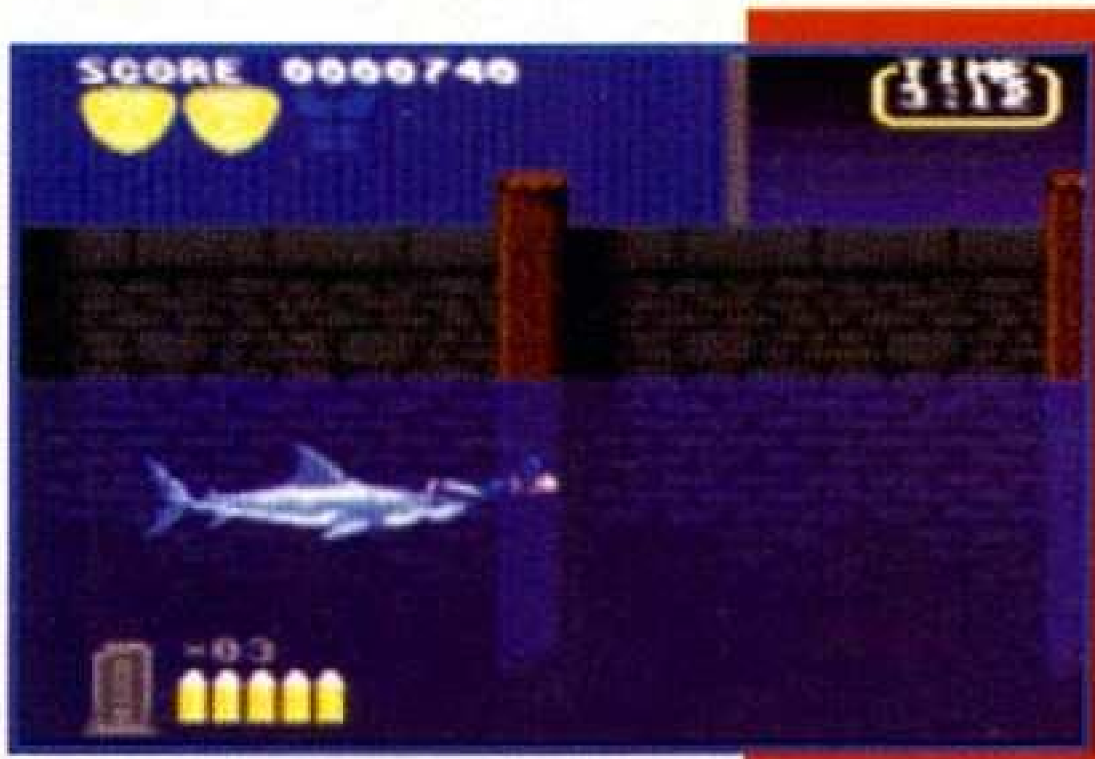
1ST DAY SCORE

ORIGIN
Lethal Weapon - The Game, is licensed from the three smash Lethal Weapon movies featuring Mel Gibson and Danny Glover.

The floor of LA Police Headquarters is needing reinforcement - due to the weight of unsolved files stacking up! Criminal rackets are making a mockery of city justice, so it's time to call the two best cops in the Department back from an enforced vacation. It's a desperate measure, because these two are wild guns, unpredictable and prone to unorthodox methods. As it is, they are the only operatives capable of solving the five major headaches at the front of the filing cabinet.

The first four files are routine detective work, rescuing hostages, defusing bombs, that sort of stuff. You need to accomplish these to be given a slice of the heavy action - a file contained behind the door marked 'access denied'! Dun-da-run-dun! Until then, it's a matter of exhausting legwork, investigating town locations and shooting lots of crooks. Yum!

LETHAL



▲ Blimey, no wonder there's bubble coming from behind him...

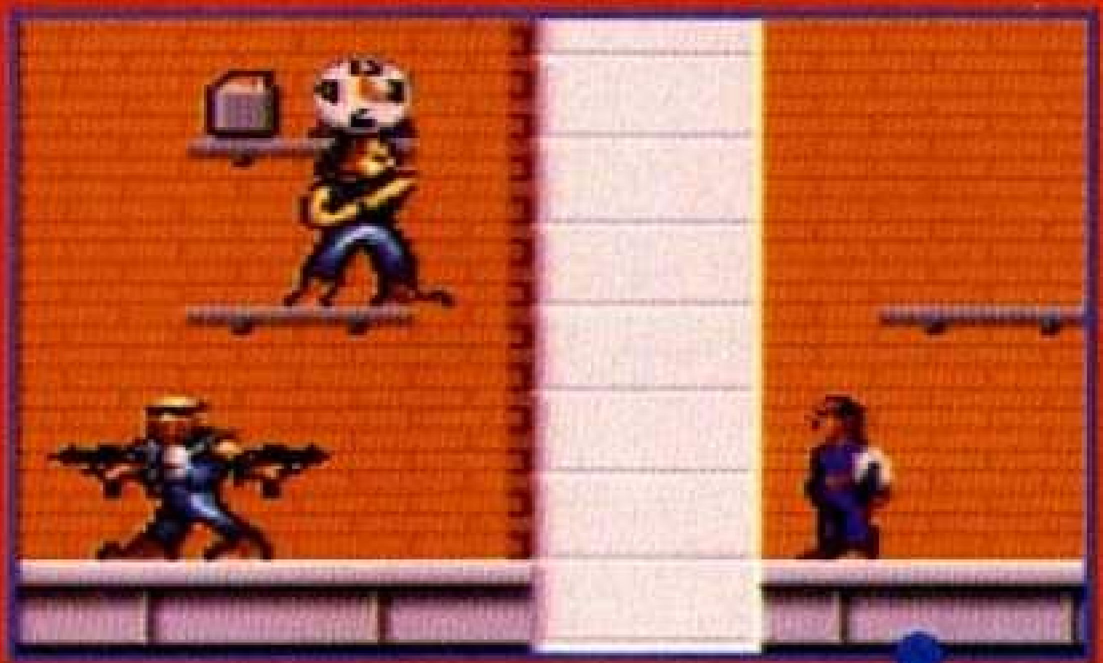
COMMENT

STEVE

I'm pleasantly surprised with Lethal Weapon. During its development, the tiny sprites and all-too familiar gameplay just didn't do anything for me. However, whilst Ocean have yet again avoided doing anything remotely new, the large platform-laden areas offer a real challenge, and Lethal Weapon's difficulty has been set at a near perfect level. Although there's no real difference between either Riggs or Murtaugh (after all, all Danny Glover does is moan about how he's too old for all this stuff), the characters are responsive and have a number of moves at hand. In terms of shoot-outs and fights, there's more than enough to keep fans of the films happy, and the many baddies add to what is already a tricky game - especially since there's a special level waiting for when the others have been completed. A little more variety would have been nice - and I'm surprised there's no driving section in here, as they play a large part of the films - but Lethal Weapon is a playable, if a little 'safe' licence.

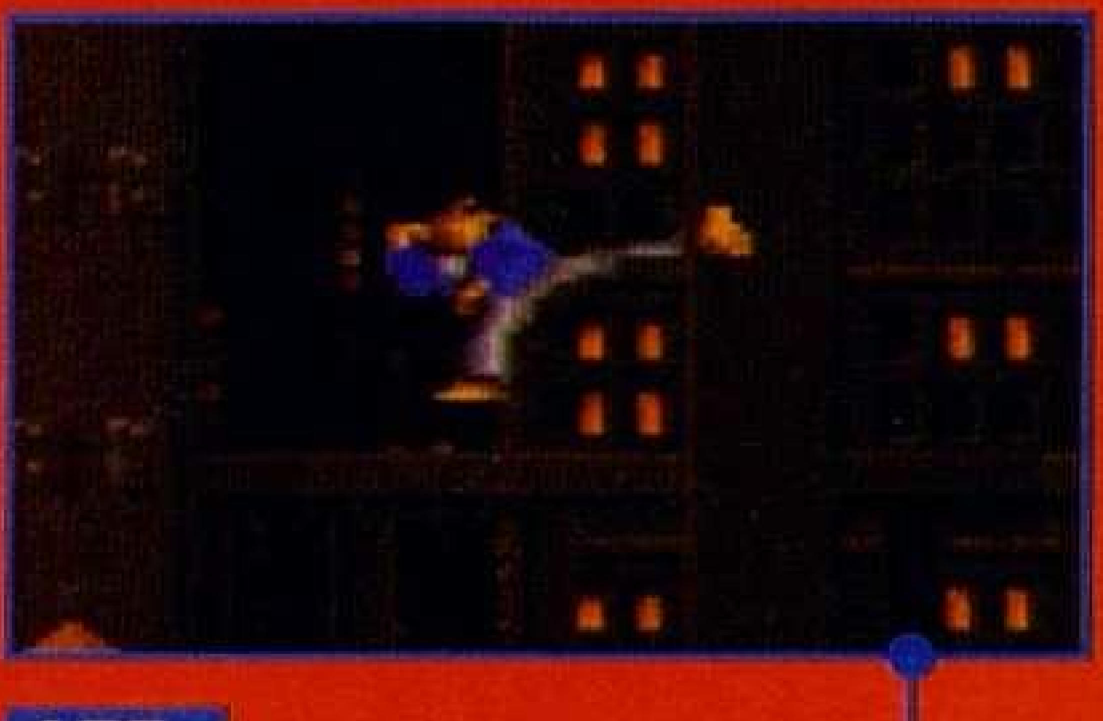
NECESSARY FORCE

Sometimes it is necessary to enforce the law forcibly, ie their are tons of bad guys out for your blood. Both cops have two methods of aggression. The favoured one is the regulation hand-arm.



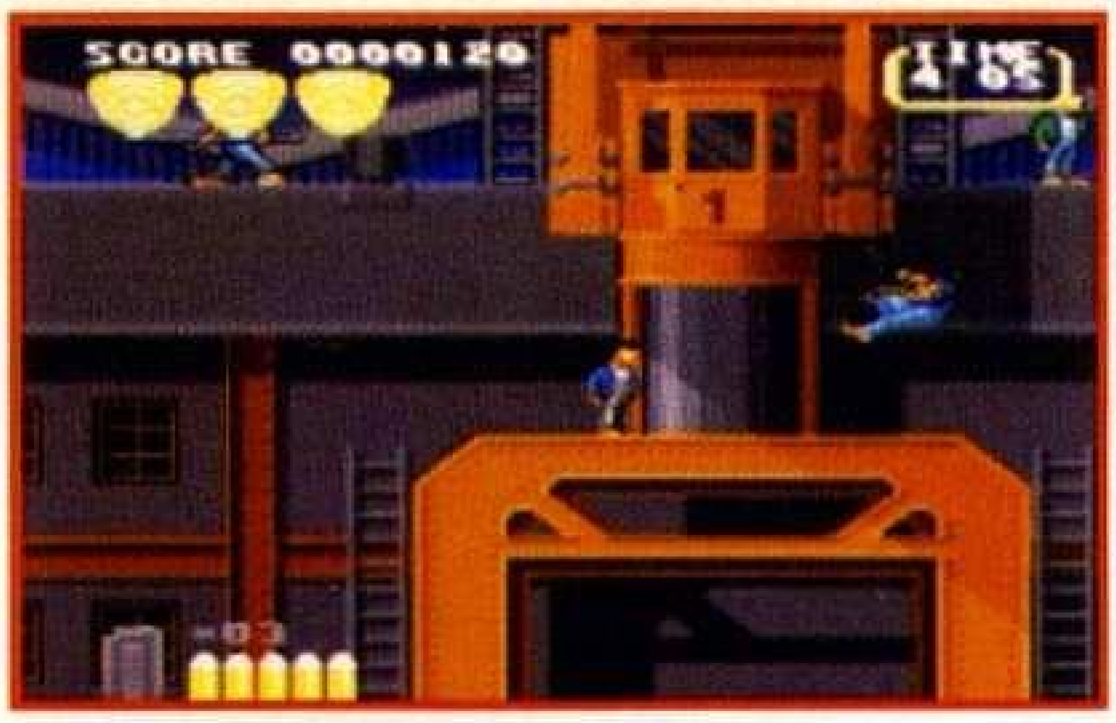
GUN

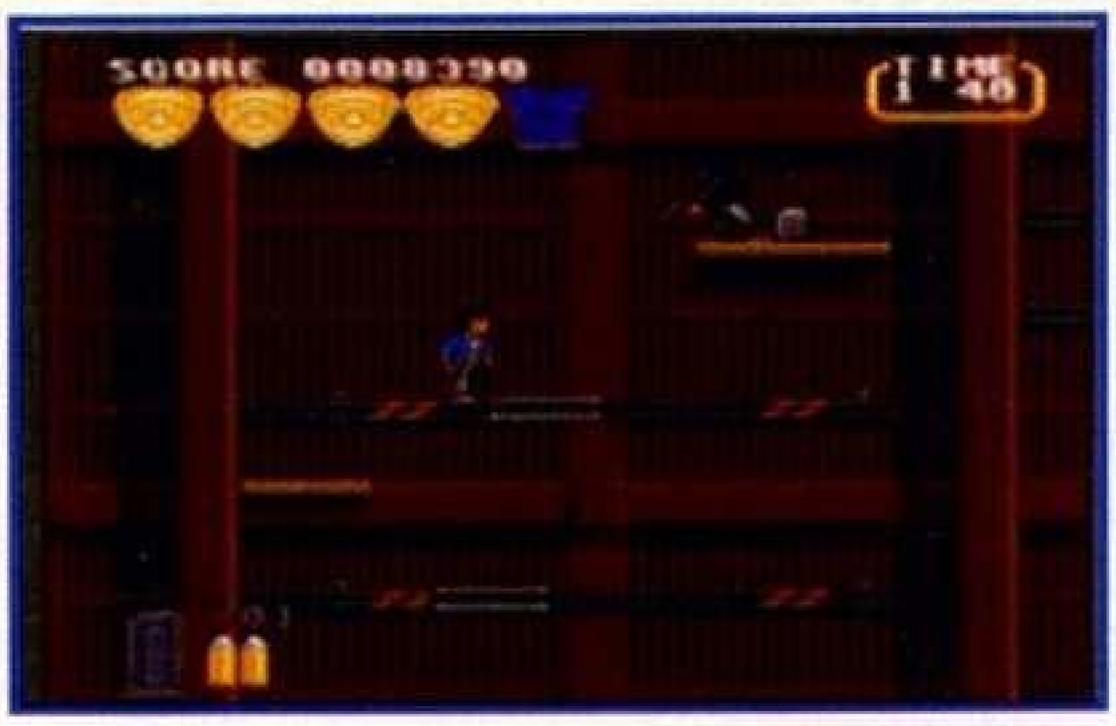
Fired when standing, ducking or jumping. Most enemies take only a single shot to despatch. Shots are limited to six rounds per magazine.



LEG

When at close range, unarmed combat comes into its own. The devastating effect of a leg to the face should not be underestimated.





REVIEW

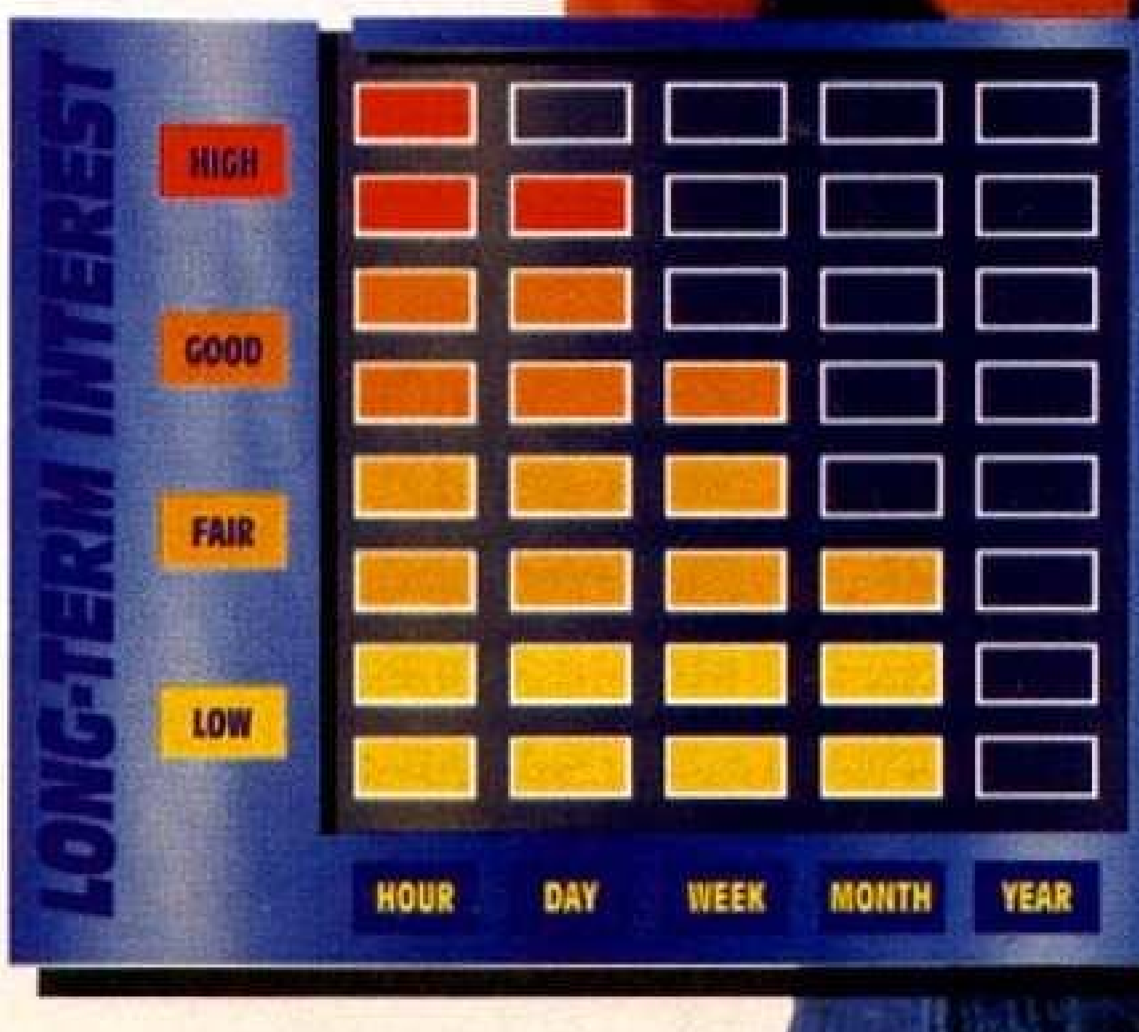
WEAPON

THE LOCKERS

Most people head for the lockers when they want to change. And the same goes for you, but you change literally! You always start as Riggs, so when you feel like handling Murtaugh head for here. Mysteriously, the two 'pardners' are never seen in the same place at the same time. A buddy tiff, perchance?

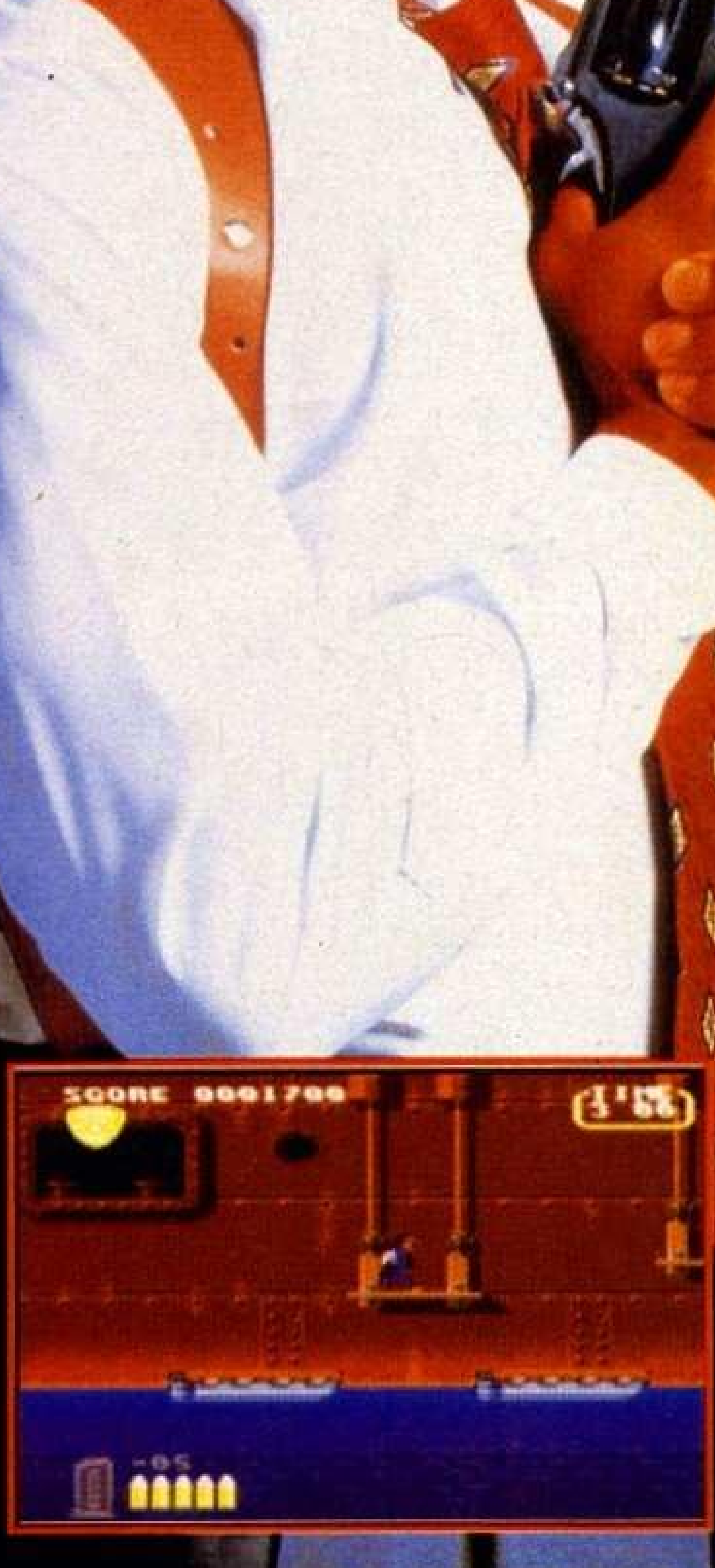
CORRIDORS OF POWER

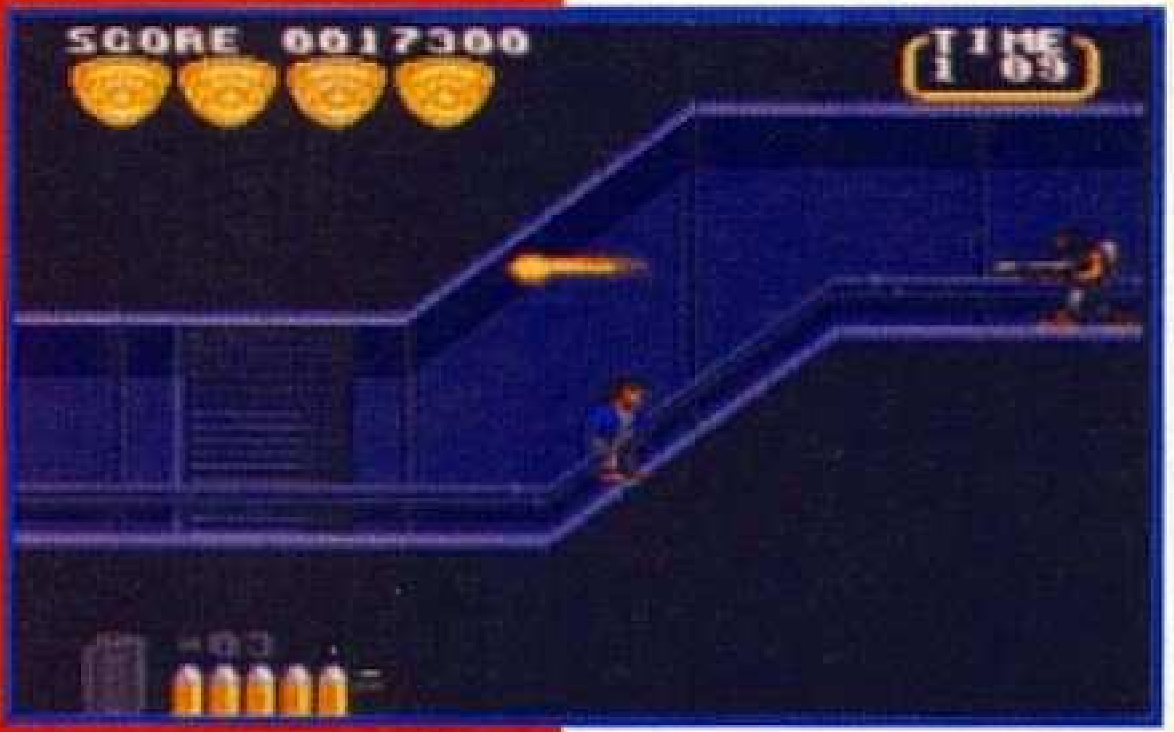
The hub of all your operations is the local municipal cop shop. The game starts in the corridor here, with each separate mission selectable by walking into the relevent door. The corridor is on two levels, linked by a lift. If you have difficulty handling this contraption then you should just settle for a desk job.



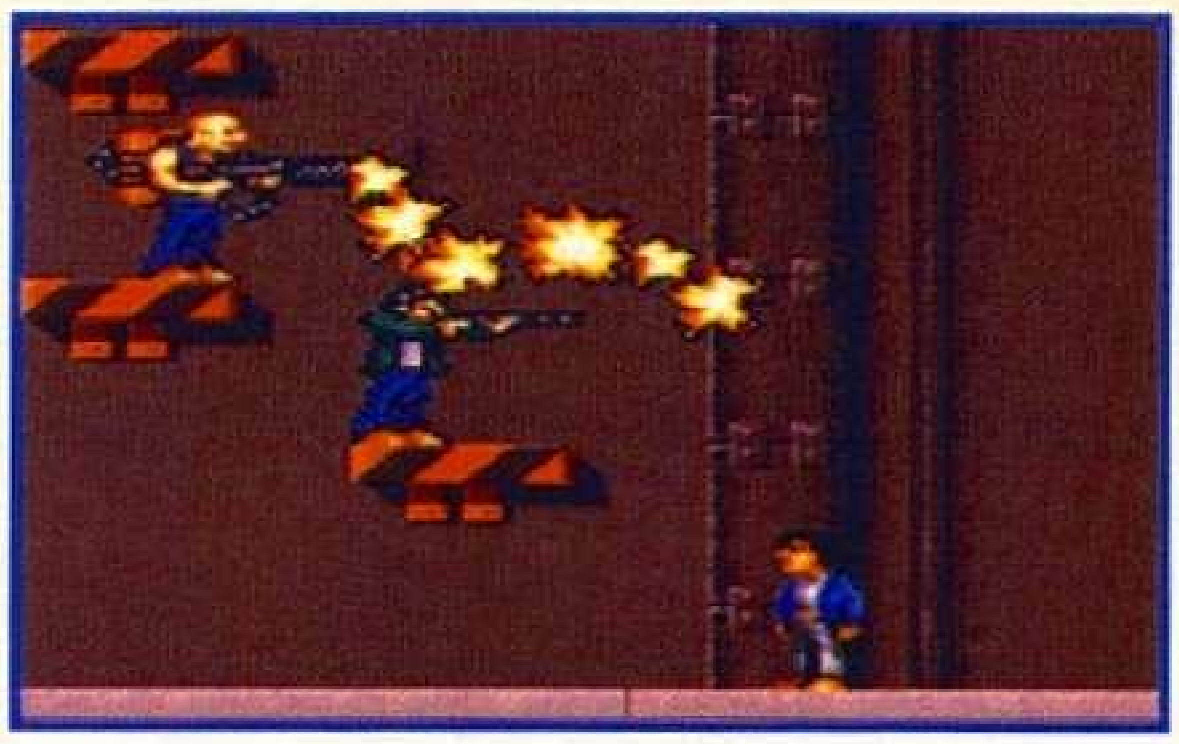
THE SHIP

The climax of the first mission takes place on board an old steamer. Problems here include life-threatening life preservers, careless galley cooks, and old boilers (of the non-human variety). endure all that and you get to play bouncy on the life-rafts, before returning the serious matter of criminal investigation.

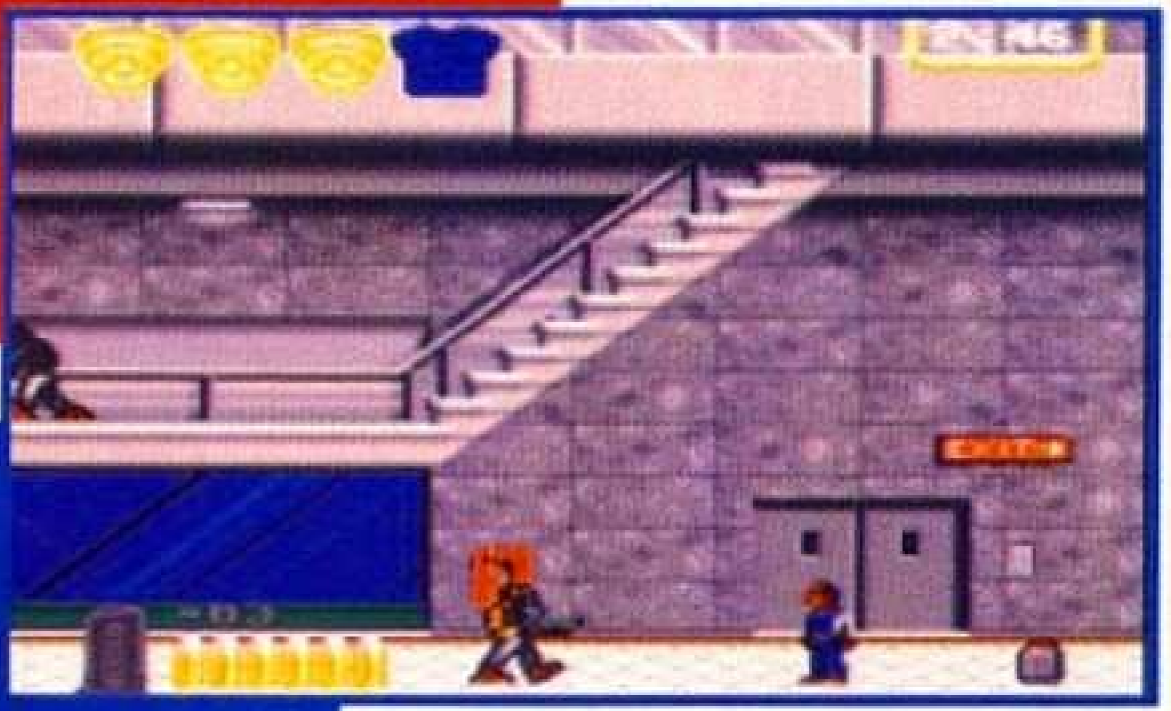




▲ Riggs picks his way through a dingy tunnel network...



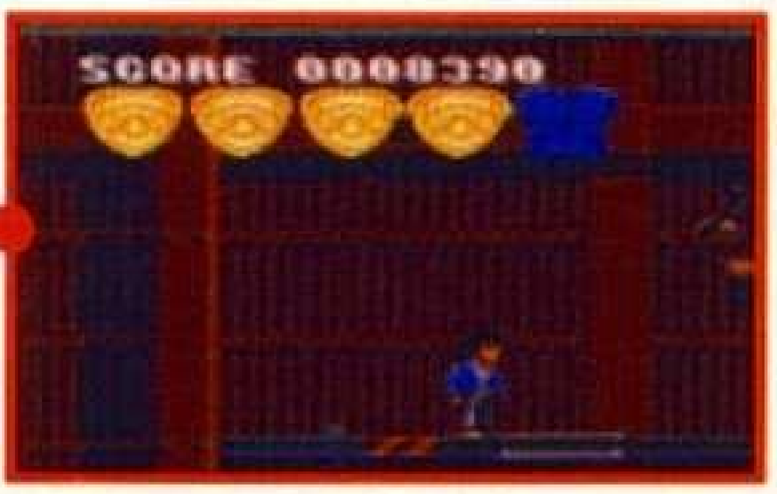
▲ As the cops progress, the enemy's weapons get more powerful.



CALM AND COLLECTED

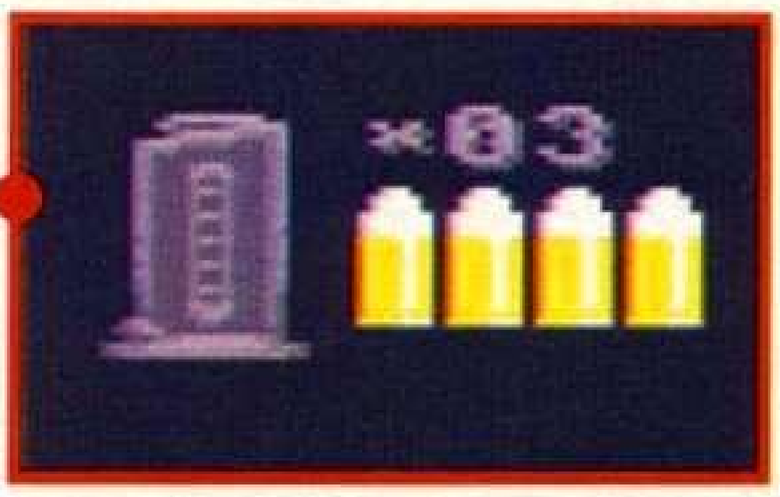
There are three components to Lethal Weapon that need to be maintained at all cost. Happily, supplies of each are collectable, found in the most curious corners of sewers, malls etc.

SHIELDS



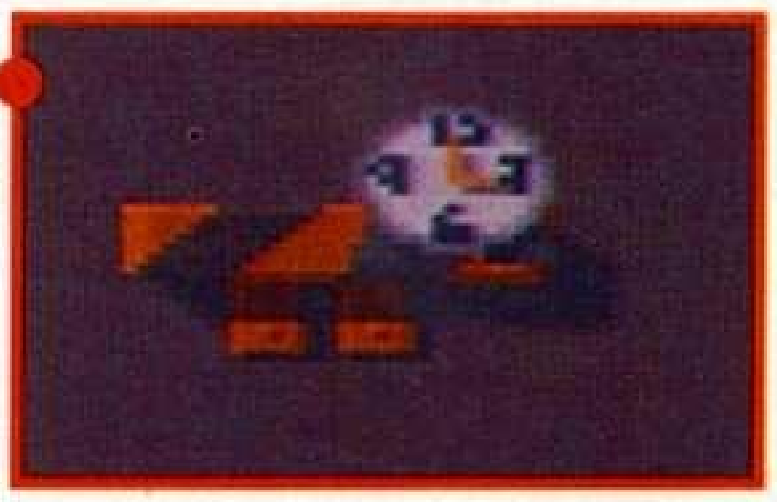
Shields represent your life-force or damage meter. Each agent has only one life, made up of five shields. Each enemy hit removes half a shield, but long falls, or being impaled on spikes remove a whole shield at a stroke. Life is replenished by collecting any bullet-proof vests you find.

MAGAZINES



GQ and NMS are their preferred reading. Actually, these are bullet magazines, each containing six bullets. As levels progresses, the amount of shooting increases, so a good supply of these is vital.

TIME



The level time-limit is indicated top-right. Failure to complete the mission in five minutes result in a lost shield. Your current time remaining may be increased by a minute for each clock dial you pick up.

COMMENT

GUS

Well, Ocean, bottom of the class for originality. And Lethal Weapon isn't going to win you any 'Game Most Like Its Licensed Film' awards. For the most part this is strictly routine stuff, in terms of graphics, animation and gameplay. However, Lethal Weapon shouldn't be written off that easily. Although it has absolutely no wholly original features, it has been assembled to be good fun to play - challenging yet not frustrating. Each of the missions covers a large area, and the assortment of obstacles is well arranged to suit the level theme. There is also a wicked sense of humour that bubbles beneath the surface, especially in the sewer level. Being able to start any of the first four missions, but keeping the last in reserve is a clever way of structuring the game. When you look again, you realise there ARE some good graphic effects - the ship, the sewers, and there are also so nifty level sections, particularly the fan section in mission four. Thankfully, the three skill levels mean that cracking this huge game is going to take a while. So in the end, Lethal Weapon seems to lie somehwere between the very good Addams Family, and the equally poor Robocop III. Moderately recommended.

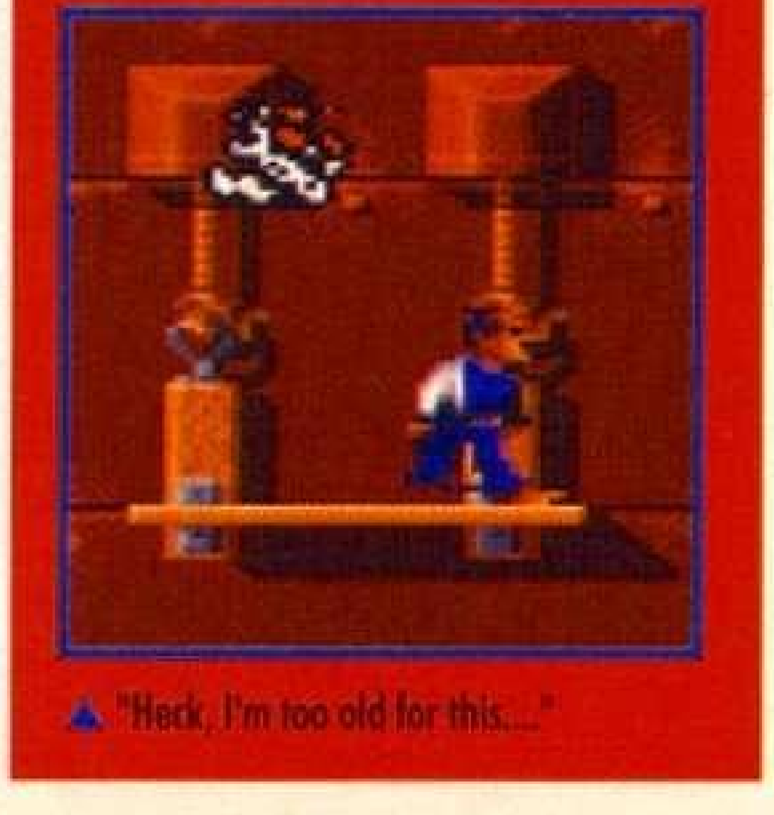
How To Control Move Riggs and Murtaugh in standard platform fashion. Up/Down ladders, Left and Right across flat areas. Swimming in water is performed by joypad direction.

A	KICK!	X	SHOOT!
B	JUMP!	Y	NOTHING!
L/R	NIET!	S	**START:** STOP! (GO) **SELECT:** NE USÉ PAS!

How To Play Locate the level end to each mission, by 'neutralising' foes on the way, and jumping onto conveniently placed platforms.

SWAPOVER

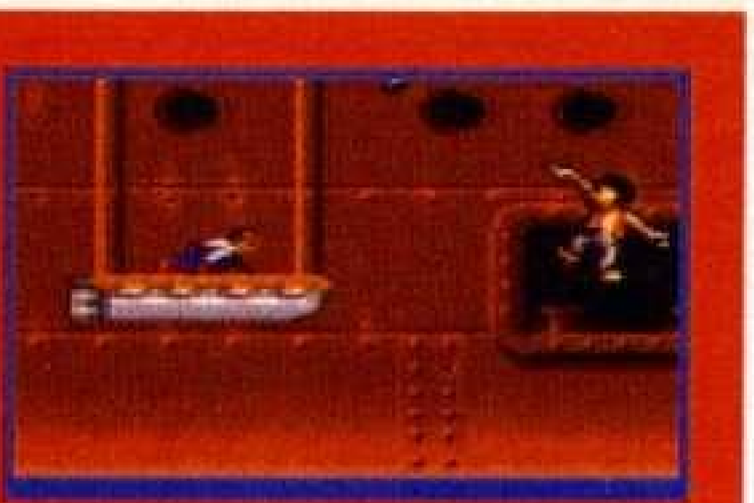
When one agent has lost all his shields, the game continues with his partner, who is able to start from the point the unfortunate died.

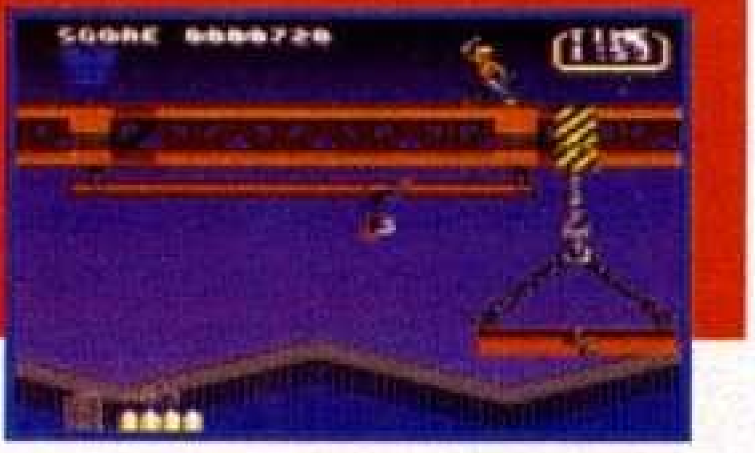


▲ "Heck, I'm too old for this..."

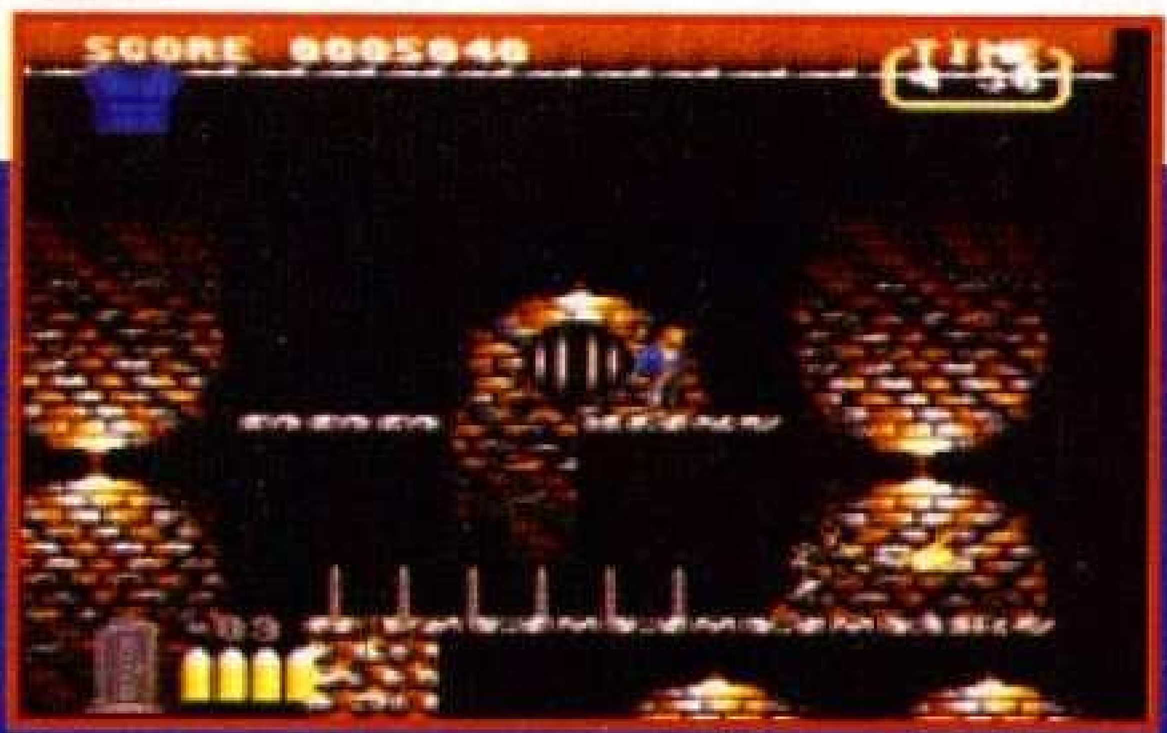
MISSION 1- THE DOCKS

A band of international Smugglers has set up shop at the local docks, running a huge contraband warehouse. Your first mission takes you there. On the quayside the main obstacles to negotiate are massive cranes, which must be scaled, with a view to avoiding the boat-hook wielding dockers. At the top of the cranes, a precarious aerial ballet is performed by jumping from girder to girder, and hook to hook. Watch out for the odd clumsy workman overhead. Below you sharks patrol constantly,waiting for a Mel morsel.

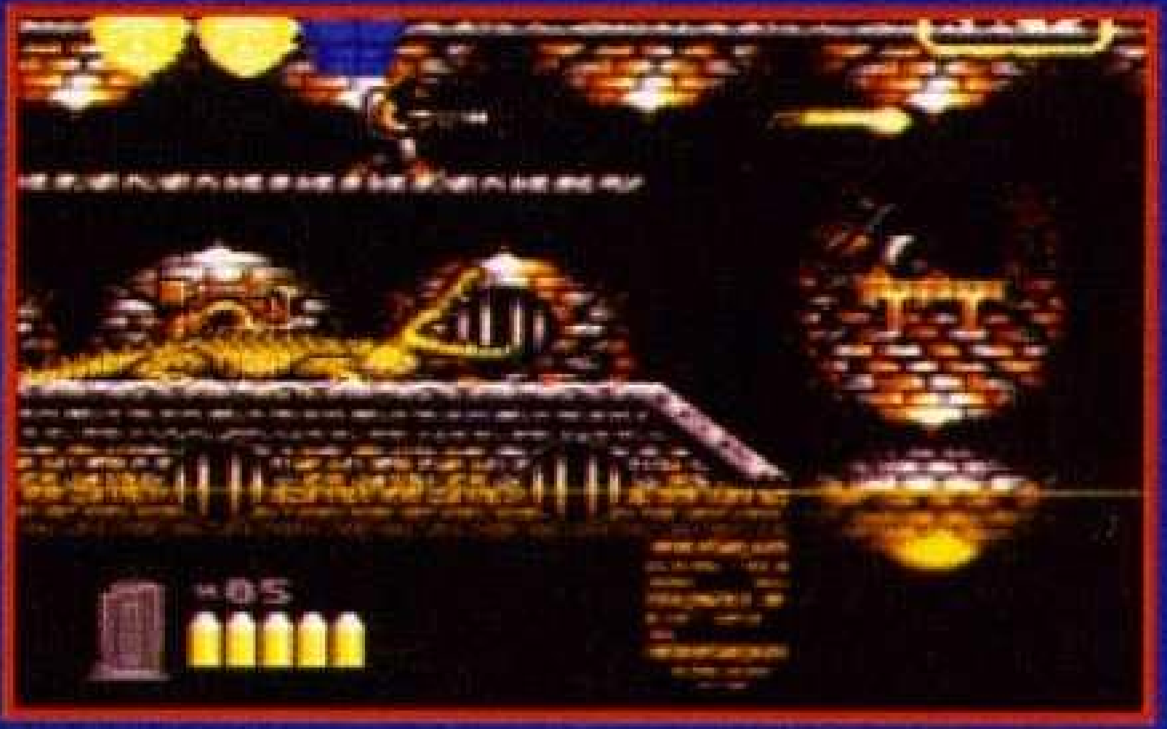




▲ Riggs: The Oldest Swinger In Town...



▲ Deadly spikes prove instantly fatal to Riggs.



▲ Yuk, why is that water yellow?

MISSION 2 - SEWERS

The second mission involves some subterranean sicky blues, as you plumb the depths of the sewer network, to catch some bomb-planting terrorists. Rather than just use rubbish bins like any normal bomber, they've planted them in the depths of the subway. This means a trip through alligator territory, and a dip in fluid that has a dubious yellow tinge to it. The only other way to cross is on top of the random piles of junk, or by climbing the slippery chains. When back on dry land the scene is hardly more salubrious, with the deadliest of spikes and strange brown projectiles falling out of holes - don't think about them, just keep moving.

MISSION 3 - THE MALL

Uh Oh, someone's planted a bomb in Dorothy Perkins, in fact, they've occupied the entire shopping mall. The mission is simple, eradicate all balaclava and fur-hooded anorak wearers in sight. Start off in the multi-story car park, ascending each level, trying to avoid the suction pipes which turn the level into a strange game of snakes and ladders. Once out of these drab surroundings, jump around the mall escalators, shooting everything in sight. Once the exterior is clear, you access the shop interior, wiping out the gunmen in the Littlewood's produce section, and subduing the odd maniac carrying two fire-arms - it's like shopping in the Arndale centre!

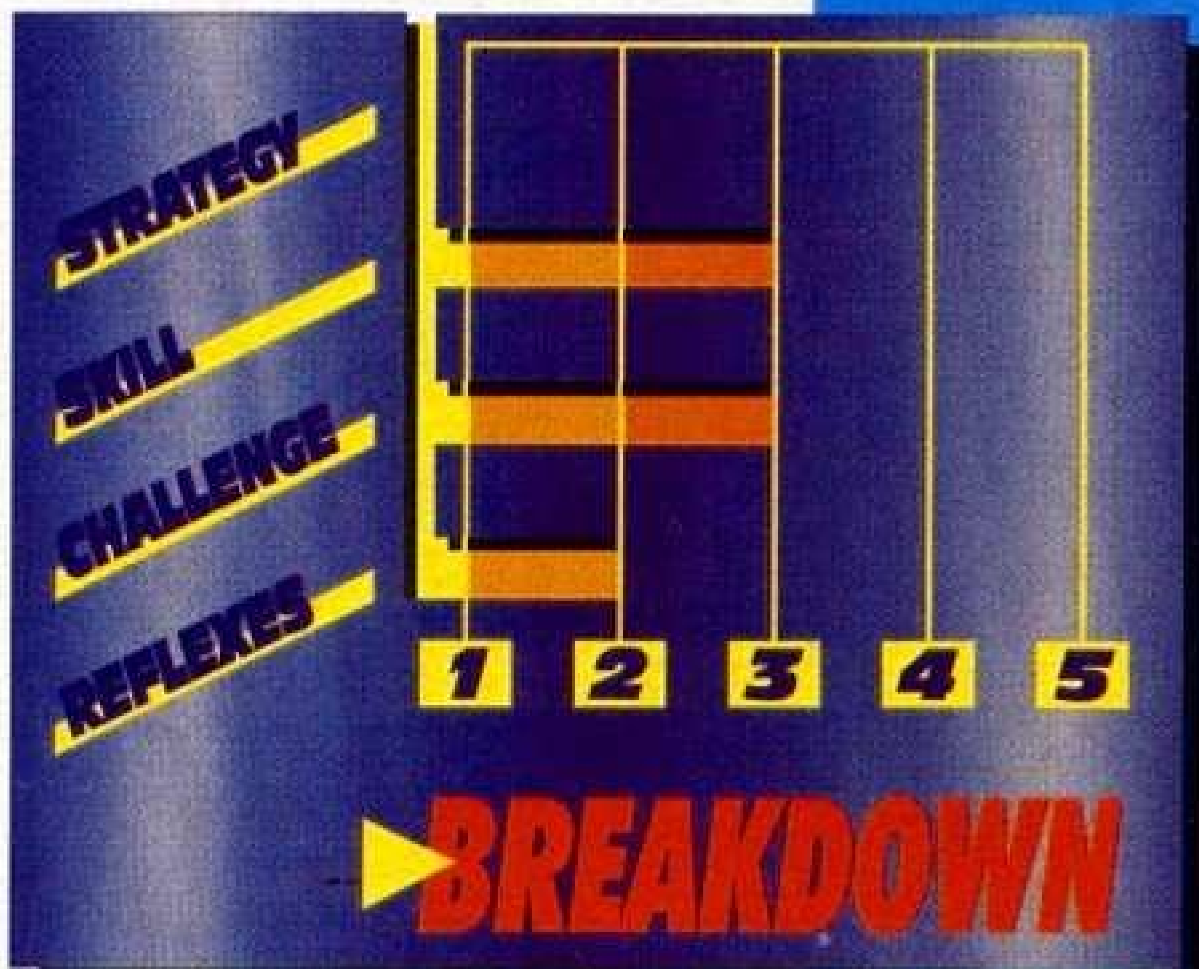
MISSION 4 - THE HOTEL

The penultimate mission is personal. Your pal Leo Getz is being held ransom in a downtown hotel, for a massive ransom. Your rescue mission starts by making covert entry into the hotel's service quarters. In the drab wooden corridors you have to watch out for loose floorboards, and beware of the treacherous open lifts, that have no sides. Later, climbing across pulley wires, and riding on hoists is the only way to get closer to your objective. The most taxing section is found in the hotel's ventilation system, which is a maze of winding corridors and the odd giant fan which operates periodically, either blowing you away, or sucking you to a shredded doom.

MISSION 5 - ?

The last mission is only accessed after the other four are in the 'solved' file. The details must remain a secret here, but suffice to say the idea of bent coppers murdering people to hide their mis-doings is pretty close to the mark

RATINGS



PRESENTATION

78

▲There are three skill levels, and a few other minor options. Loads of other cut screens.
-The cut screens are rather grainy in quality. No two-player together option is a bit rough

GRAPHICS

76

▲The attention to detail, variety and nice use of colour is witnessed here.
-Poor animation, and some background ideas that don't come off, lets the side down.

SOUND

81

▲Each level has its own rock-action type soundtrack.
-The sound FX are not very distinguished, and the music won't appeal to everyone.

PLAYABILITY

80

▲A mixture of pleasant fun to begin with, then nice surprises pop up later.
-Lethal Weapon isn't action-packed, mind-bending or wildly playable.

LASTABILITY

79

▲The first four missions may be tackled in any order, and they are big.
-On the easiest level this may be too relaxed for some. Others may get bored before then with the predictable action

OVERALL

A reasonably good platform adventure, that tries to keep the films in focus. Will appeal most to lovers of platform games.

81

REVIEW

SUPER NES

1 PLAYER

8 MEG

PUZ GAME

ON THE BALL
TAITO
© TAITO 1992
LICENSED BY
NINTENDO

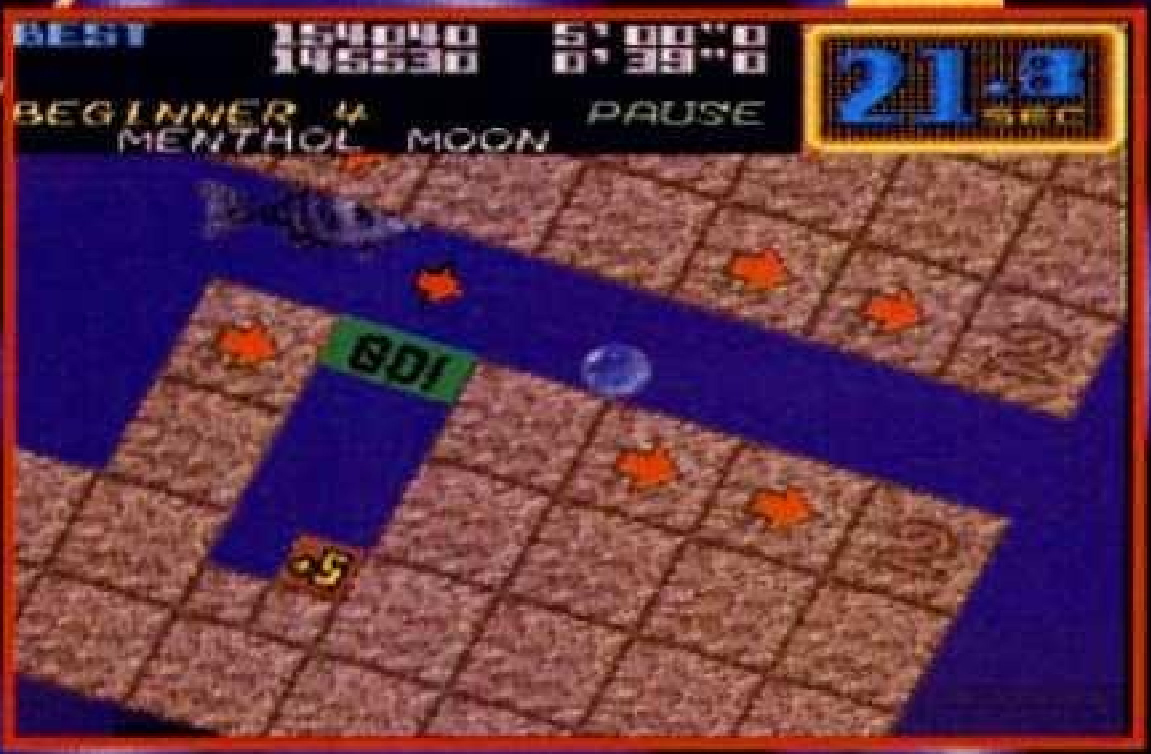
PRICE:£39.99
BY:TAITO

RELEASE
FEBRUARY
CONTROL
JOYPAD
GAME DIFFICULTY
EASY
CONTINUES
THREE
SKILL LEVELS
ONE
RESPONSIVENESS
SPOT ON
1ST DAY SCORE
COMPLETE ALL FOUR SKILL LEVELS
ORIGIN
Originally released in Japan as Cameltry, On The Ball is an original game for the Super NES created by Taito.

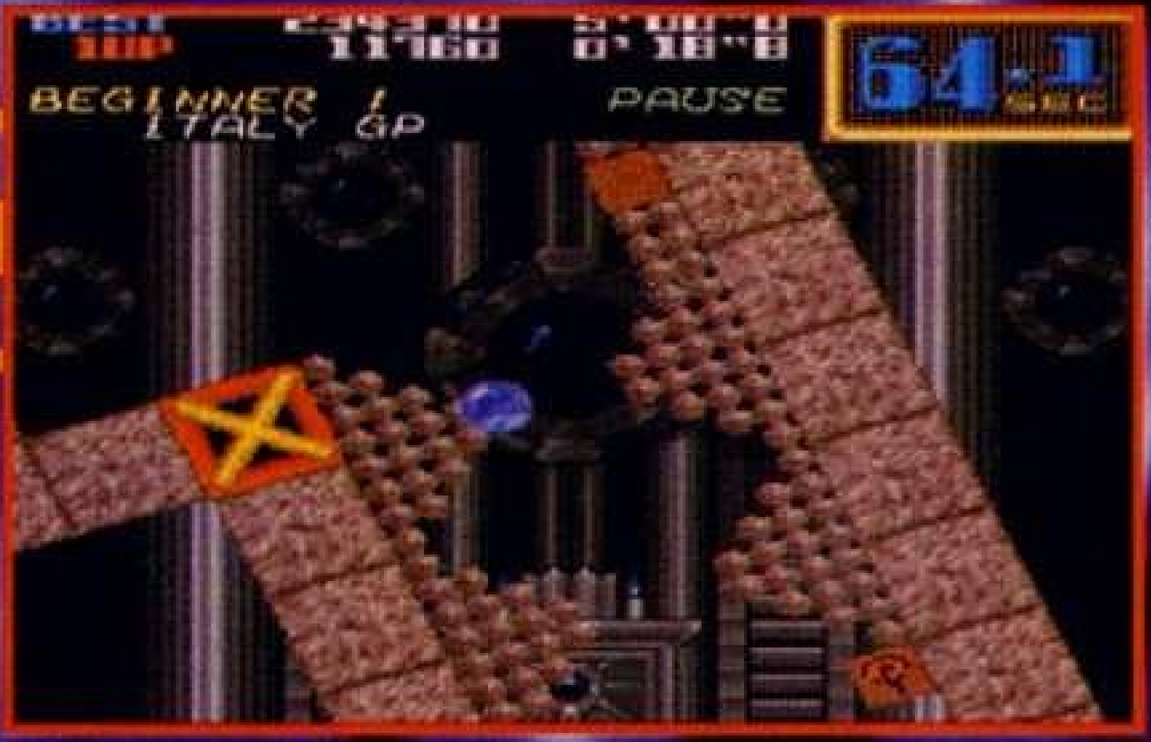
ON B

If this title is anything to go by then there's more than one way to lose your marbles, working here at NMS included! The latest Taito game, On The Ball, presents a weird set of circumstances whereby a glass ball is guided through a slightly surreal set of mazes. The maze is rotated in order to get the marble from the starting point to the goal in the shortest time possible. There is also a time limit to make things just that little bit more exciting.

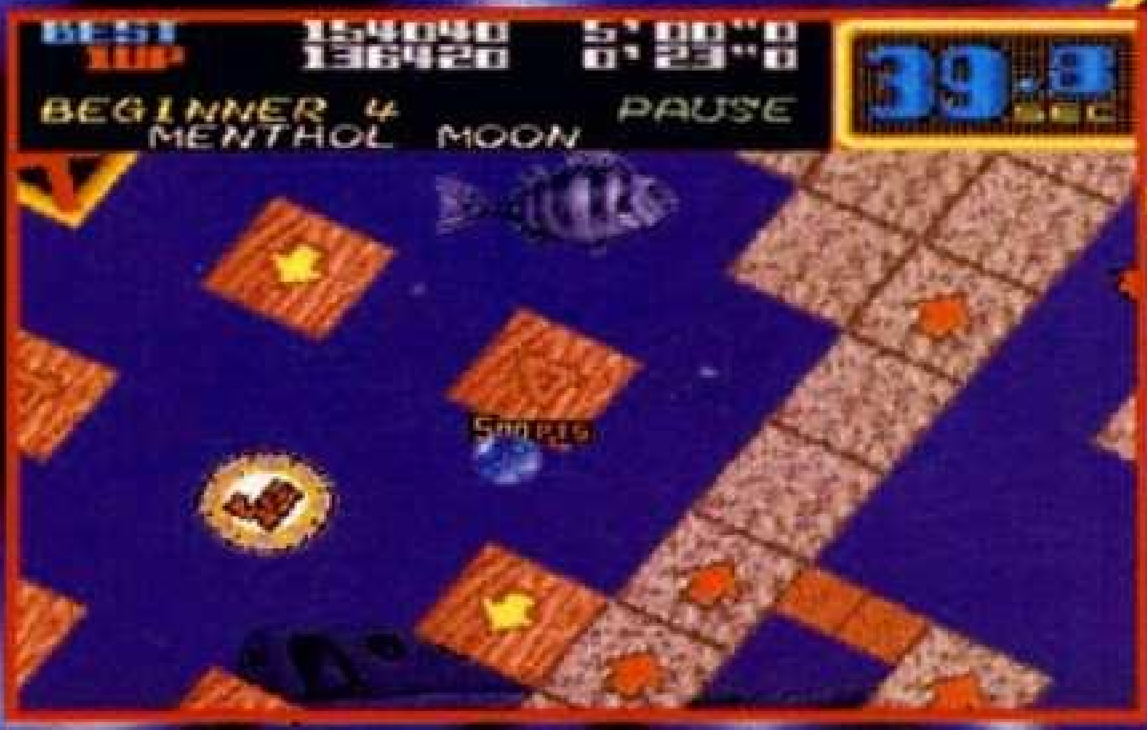
Now of all the games in the world, you may not really suppose that guiding a ball from one place to another is likely to rank very highly in the excitement stakes. However, On The Ball is definitely on a roll to some kind due to its incredible use of the Super NES Mode 7 effects in conjunction with its original gameplay. The result is a twisty-turny topsy-turvy passage into a strange and wonderful game of dexterity and skill.



▲ The Go sign indicates the ball can enter to collect the goodie inside.



▲ Later screens add more devious elements to the trials.



▲ The arrows act as directions to the end of each trial.

MARBLEOUS

Although there is never any actual control of the ball's movement in the maze there is the facility to make the ball jump out of trouble, or even speed the ball up to get around the maze faster. This is especially handy on the later levels.

How To Control

Remember that the ball doesn't move, only when jumping. The ball is guided by rotating the maze around it and this is done by either pressing the LEFT and RIGHT buttons or using the D-pad for the same job.

A	No Function.	X	No Function.
B	Jump and speed up the ball.	Y	No Function.
L/R	Rotates the maze to the left/right	S	**START:** Starts and pauses the game. **SELECT:** No Function.

How To Play

Simply control the course of the blue marble by rotating the maze around it and reach the Goal within a given time limit. Smash down blocks that get in the way, avoid hazardous blocks that detract from the time limit and keep on the ball for any shortcuts or bonus time opportunities.

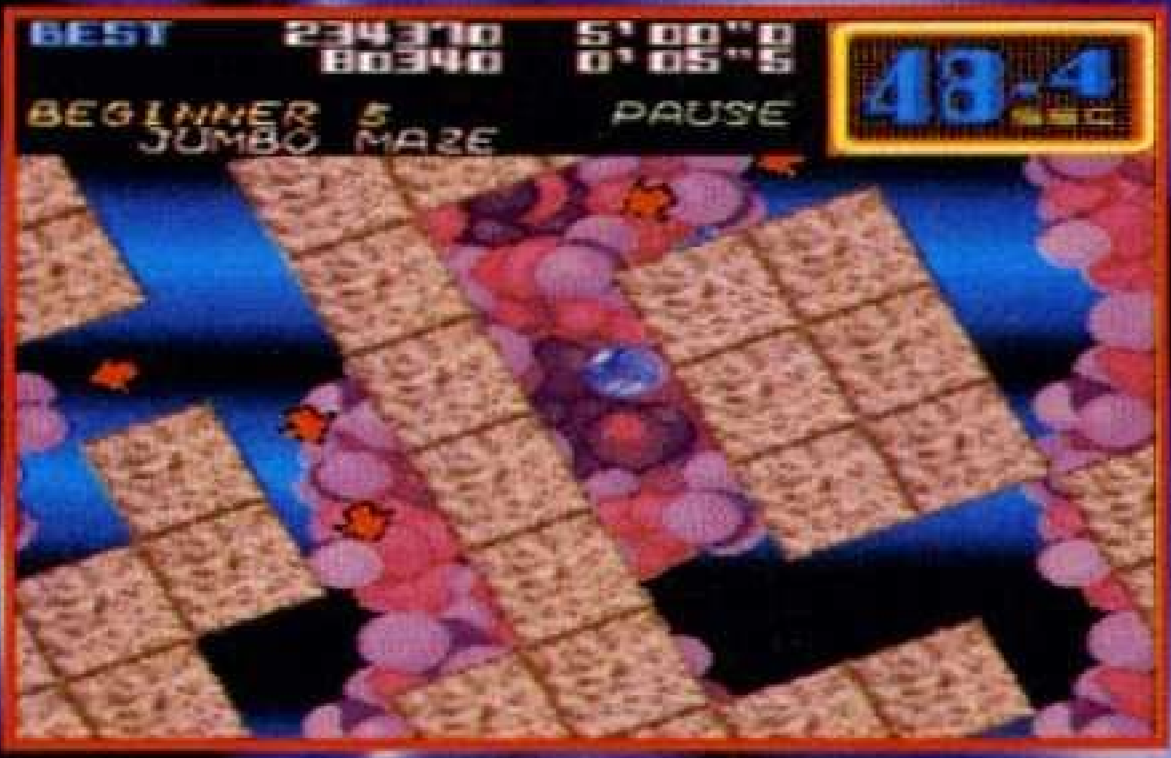
THE BALL

▲ Your path through the screens....

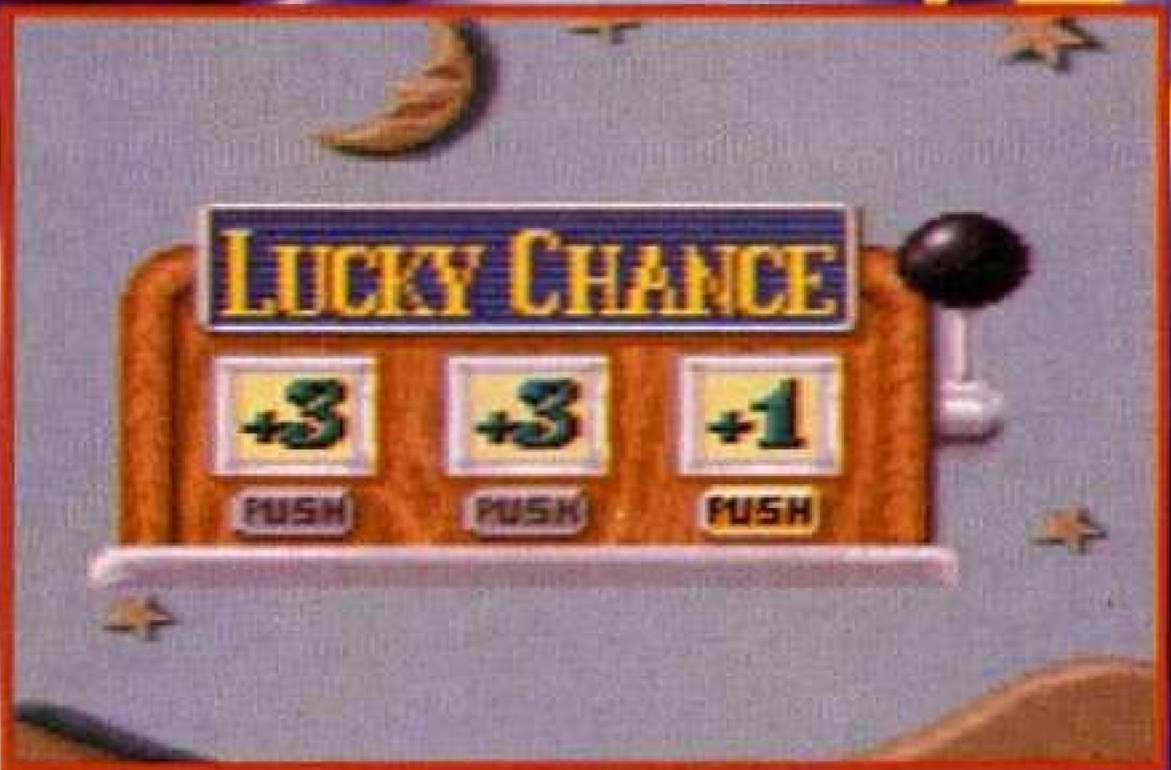
▲ ... is detailed via series of interludes...

▲ ... which pop up between stages...

▲... to update the game's scenario.



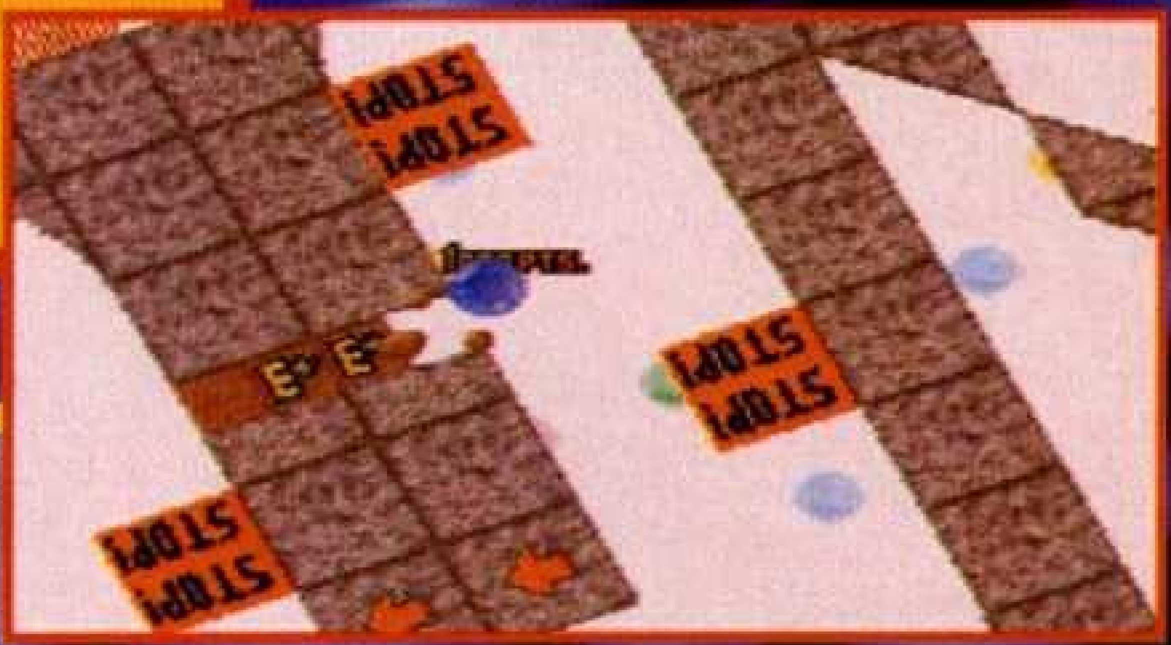
▲ Hitting the walls slows your ball's progresion slightly.



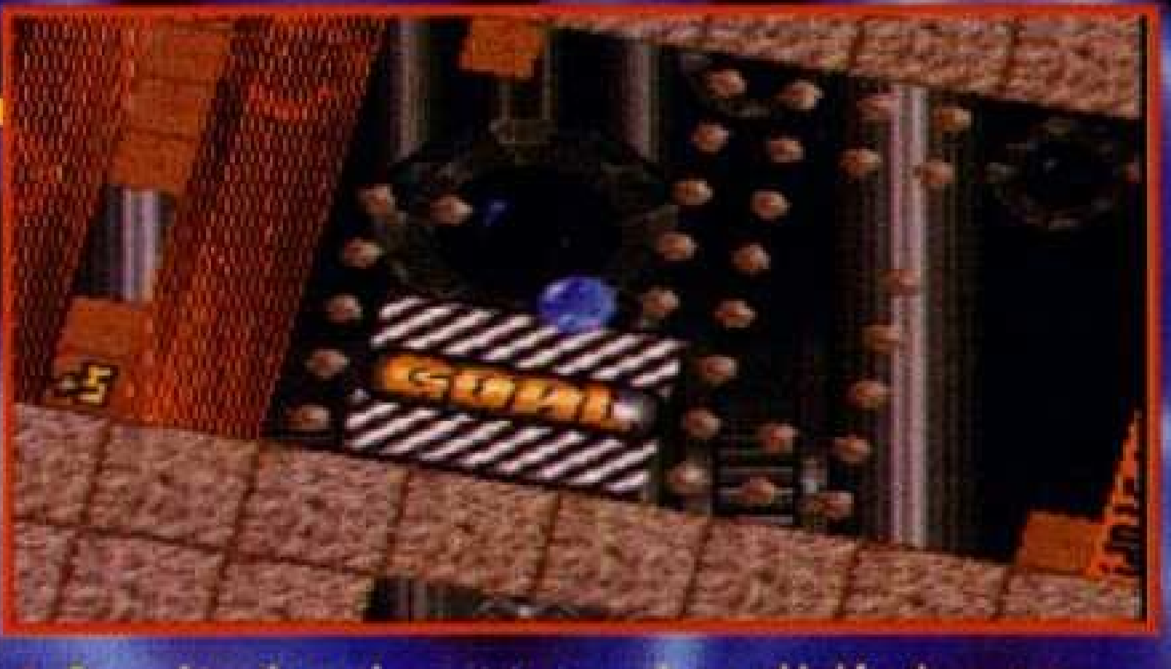
▲ The fruit machine sub-game offers extra time as bonuses.

A LUCKY CHANCE

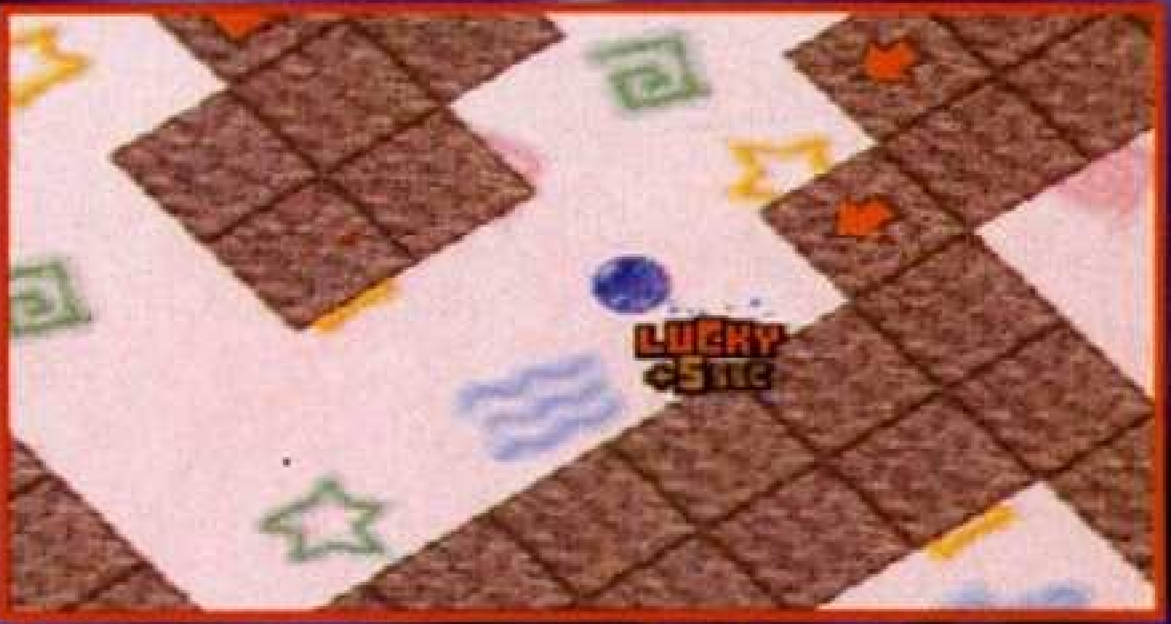
Each of the trials is played against a time limit. If a trial is completed in record time, the remaining seconds are added to the next round as an added bonus. The powers that be in the On The Ball universe are more lenient still if it looks like a close thing. If a trial is completed with only a split second to spare then the player is presented with a Lucky Chance fruit machine screen to make up on some lost time. Pressing the jump button stops each of the three tumblers in turn and a maximum of thirty seconds can be obtained here if the player is careful.



▲ The wooden barriers are easily broken through.



▲ On reaching the goal, remaining seconds are added for the next stage.



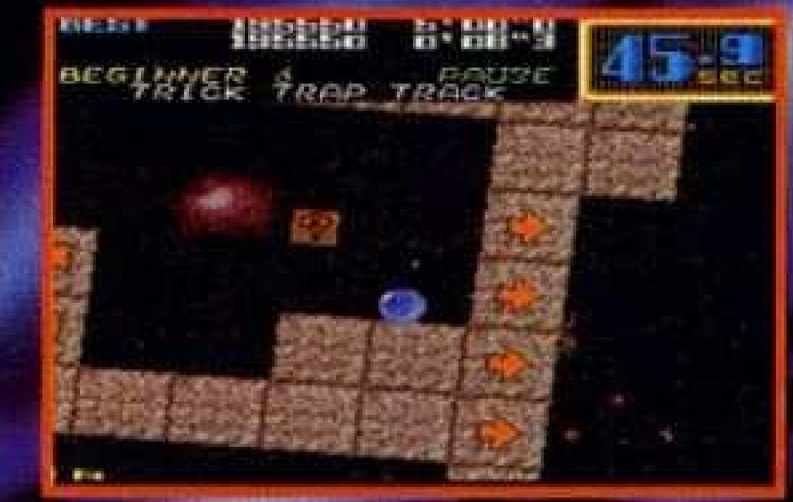
▲ Hidden time bonuses have been left dotted throughout the stages.

COMMENT

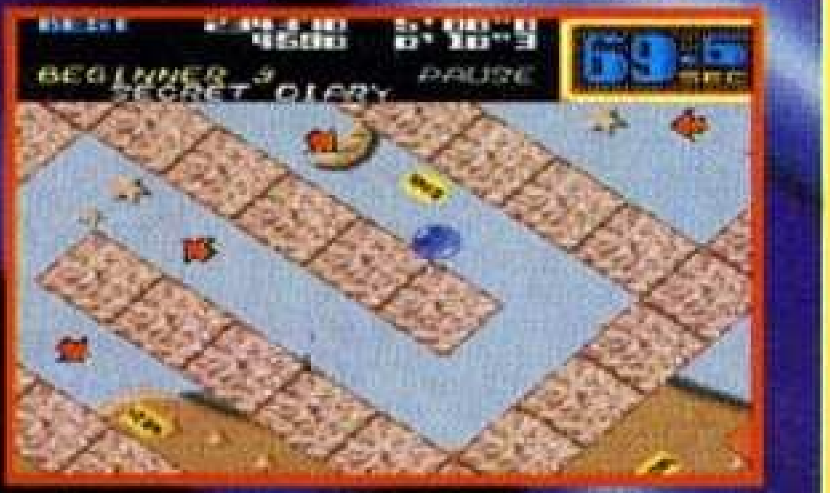
RAD

I first played On The Ball on import ages ago when it was called Cameltry, and although I was initially very impressed by the ideas and the amount of work that had gone onto the design and programming, I also felt it was far too easy, with only the special stage and beyond holding any sort of challenge. Unsurprisingly, other than the name, On The Ball hasn't been changed in any way and so the same criticisms apply. The control method is well worked out and it's a great idea for a game, it's just that it's nowhere near hard enough. With a few trickier puzzles and shorter time limits, On The Ball would indeed be a classic, but as it is you should be able to nip through all the courses on your first day, and after that there's little compulsion to do it all again. Perhaps an On The Ball 2 would be worth considering, but until that (unlikely) event I'd make sure you give this a good go before purchase.

REVIEW

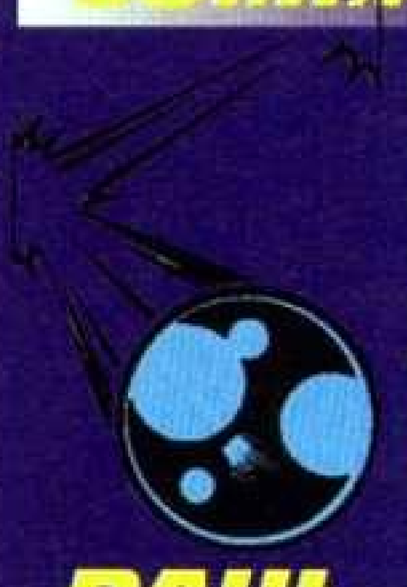


▲ Boxes marked with a question mark contain a collectable object of some sort - 3, 4, or 1000 points, normally.



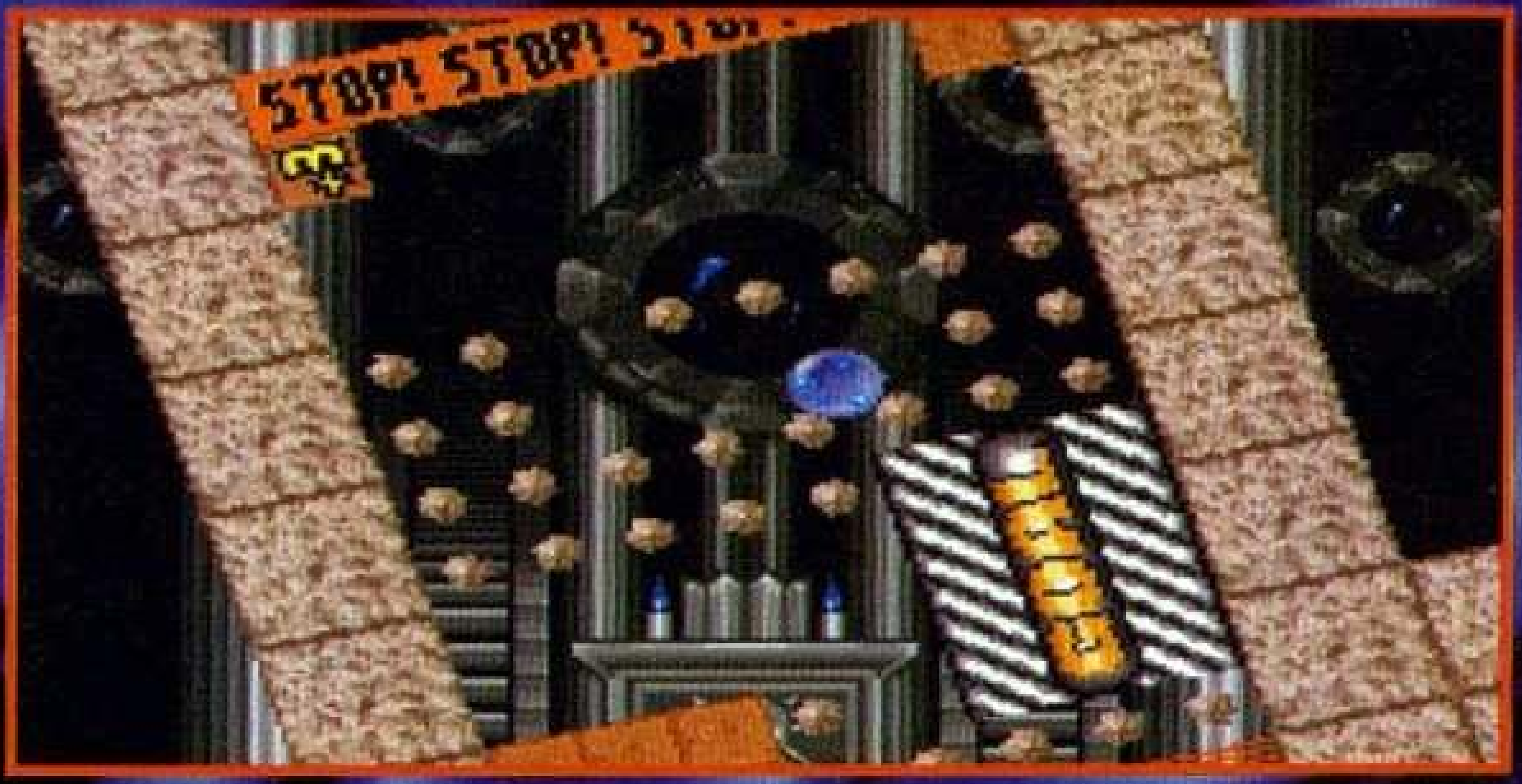
▲ As the time-limits get stricter, so the levels get more and more tortuous - thus, it's essential to collate as many extra seconds from the earlier stages as possible.

COMMENT



PAUL

Perhaps one of the main arguments in the Super NES' favour is the wide selection of truly varied titles rapidly becoming available for it. On The Ball is one of the most diverse. The concept is simple and the gameplay is fun if not a bit too simple in the first three levels, it is possible to complete the first Plane of the game with very little effort. However, it is on the Second Plane that the trials become more challenging and more addictive as the levels progress and for this reason the cart must be regarded as one of the better titles available for this machine at the moment. If you are the only person likely to play On The Ball Then don't hold out for much in the way of long-term interest. Compete against a friend, however, and On The Ball holds more than enough hours of reeling and a rocking for anyone.



MIND THE...AND THE...DOH!

The trials are a mixed bag of useful bonuses and cursed hazards. Here's an advanced warning or even a helpful guide of what to expect out there:

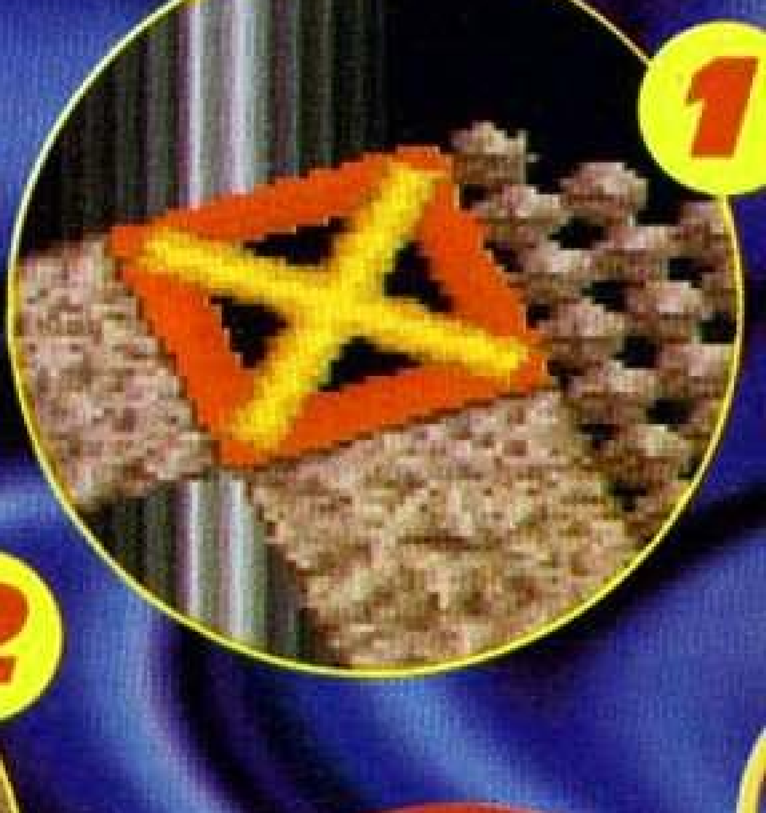
1. Red and Yellow boxes: Don't, whatever you do, make a habit of crashing into these! They deduct at least two seconds from the time limit which is something you don't need.

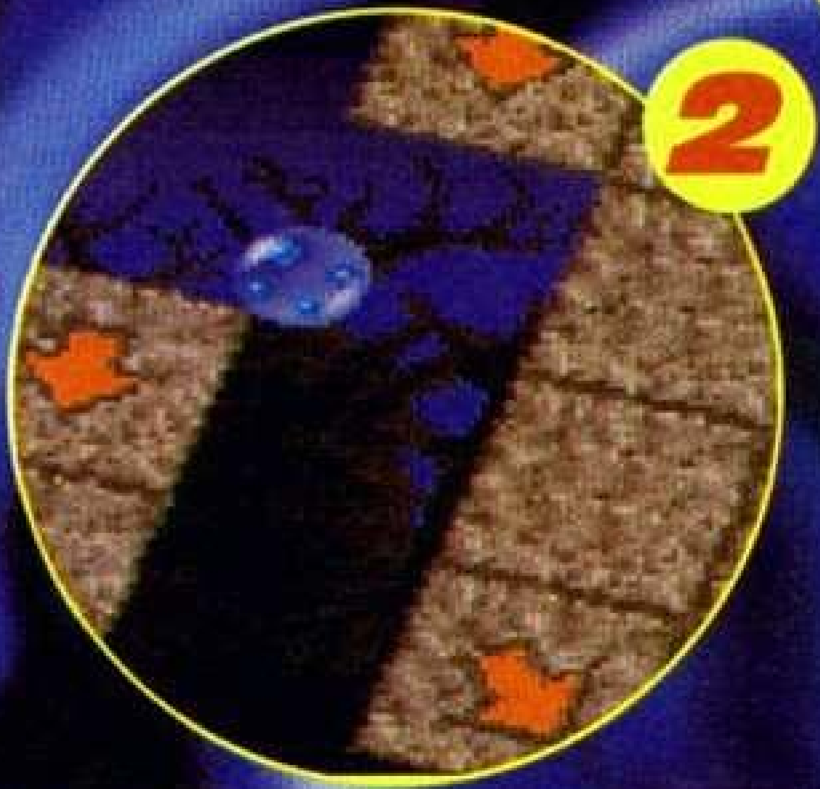
2. Arrows: Show you the way the ball ought to go. If the ball is travelling in the opposite direction: ***Turn it around, you klutz!***

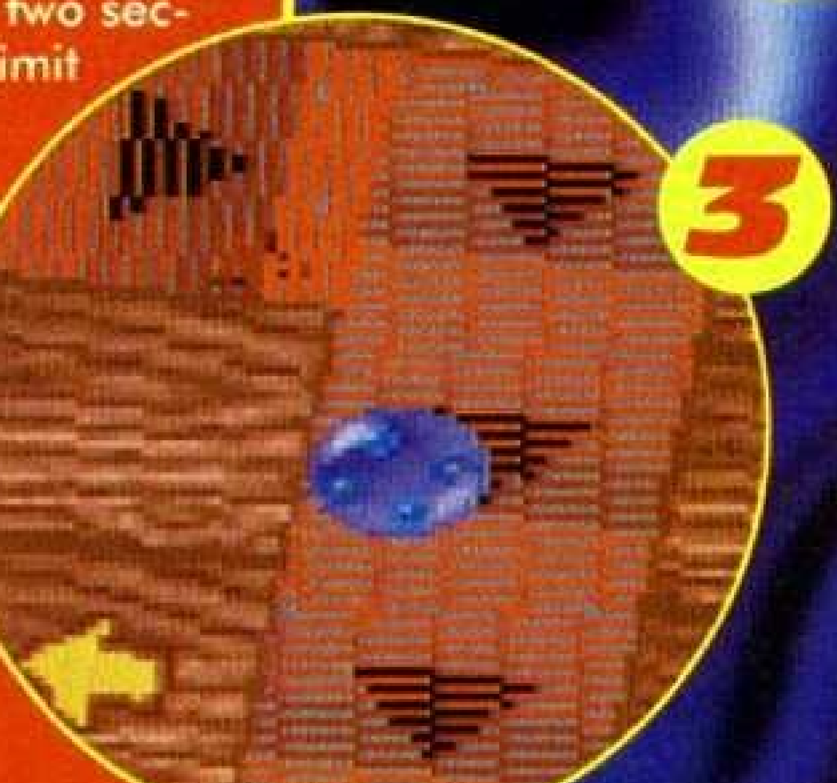
3. Vacuums: Areas of crimson that are both a help and a hindrance. They suck the ball up and drag it away. Sometimes they drag your ball in the direction you were intending and others take it further back in the maze. Some are more obvious than others because they have arrows on them.

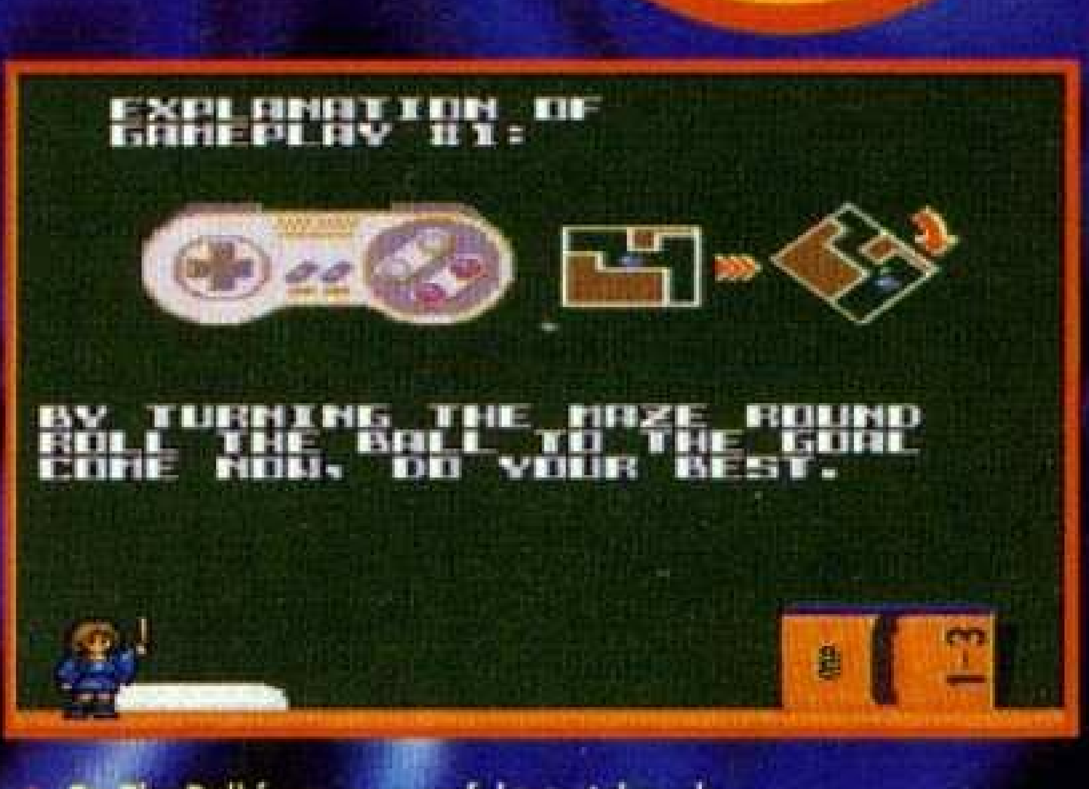
4. Breakable Bricks: By far the most common obstacles in the game. They are usually plain in colour and reward the player with 1000 points if smashed. In some instances these bricks have an icon emblazoned on them that relate to an increase or decrease of the time limit.

5. STOP/GO barriers: Not that there's any need for traffic control with only one dangerous ball on the loose, however these barriers turn green for go and red for stop. Simple but crazy.





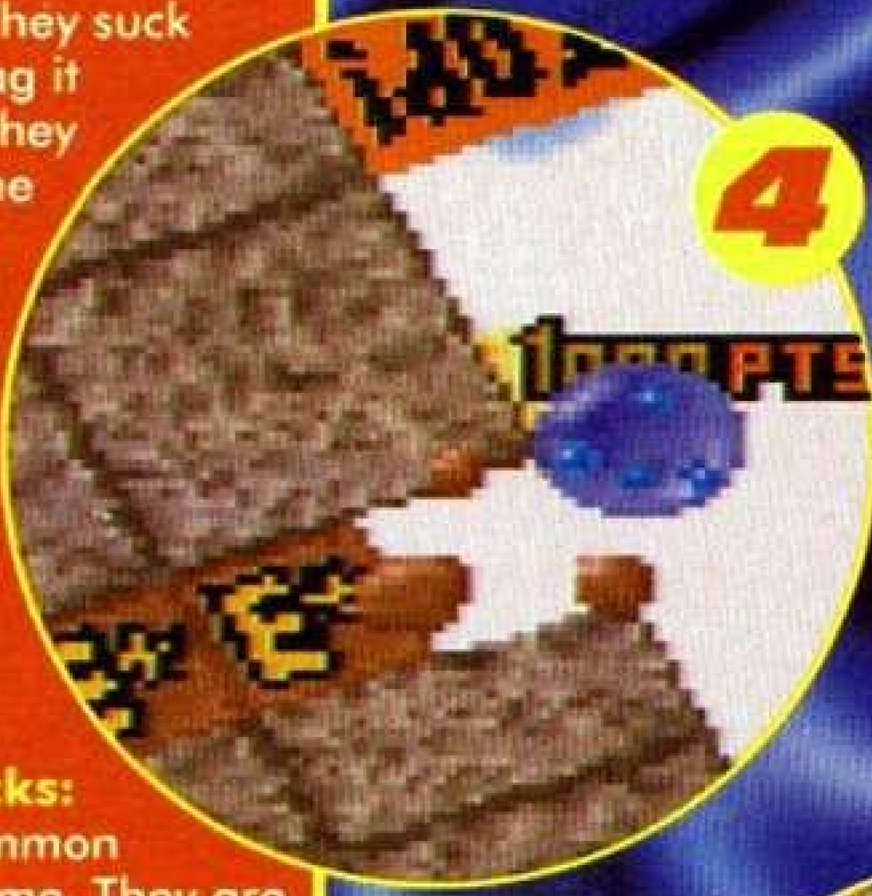




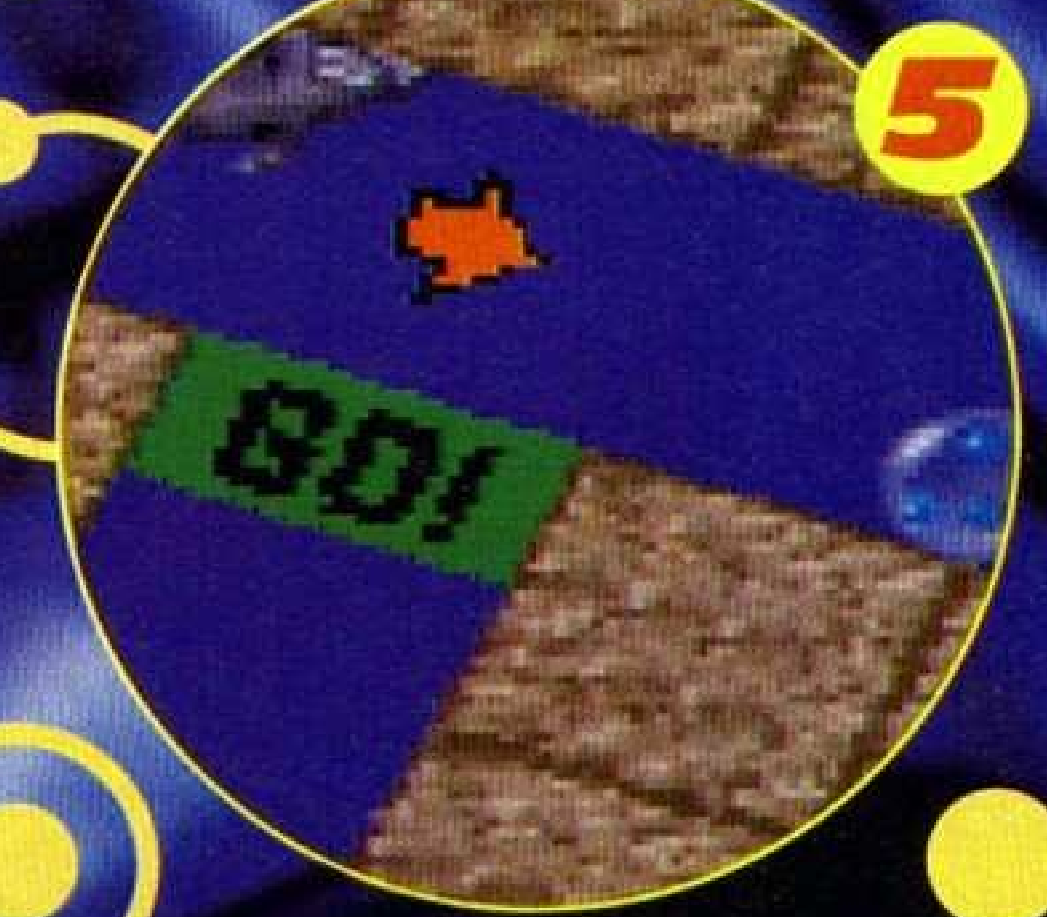
EXPLANATION OF GAMEPLAY #1:

BY TURNING THE MAZE ROUND ROLL THE BALL TO THE GOAL COME NOW, DO YOUR BEST.

▲ On The Ball features a useful tutorial mode.

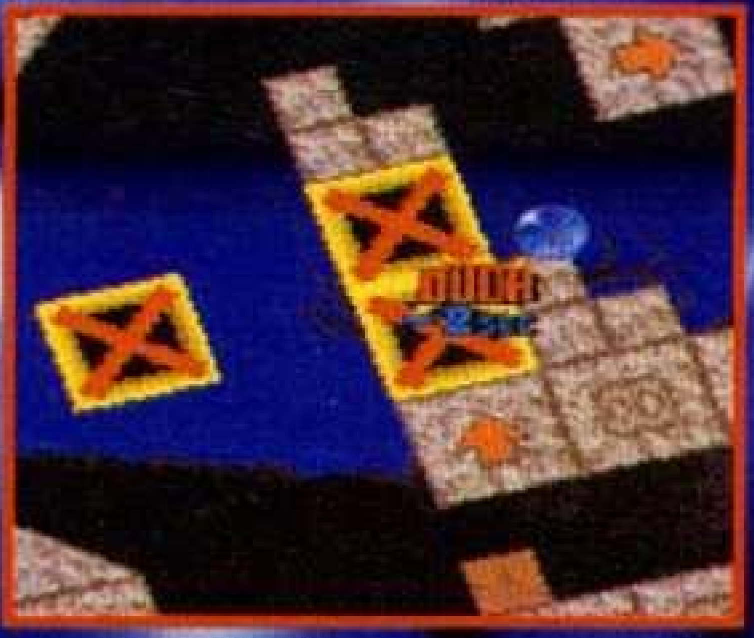


▲ The problems are 'mountain' up.

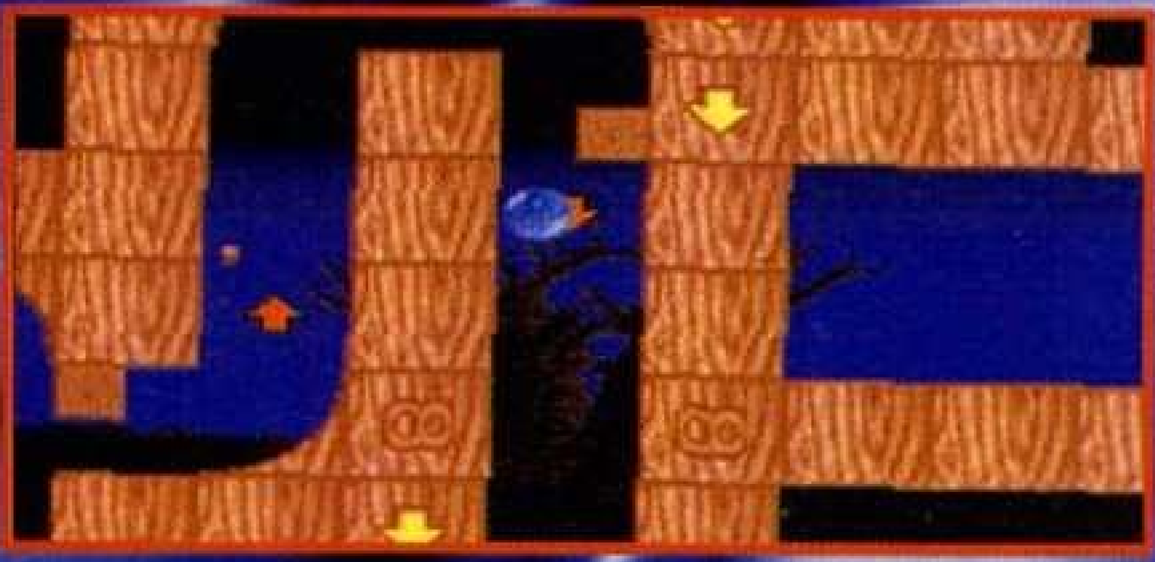


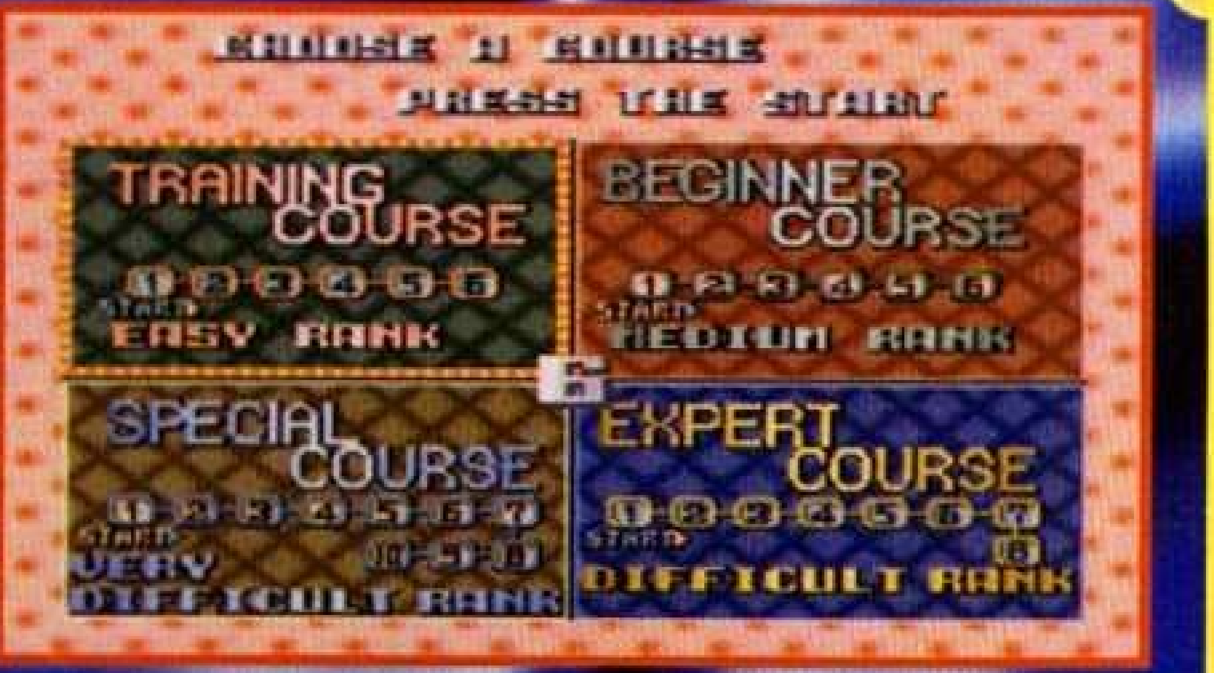
CONTINUE?
YES NO
CREDIT 2

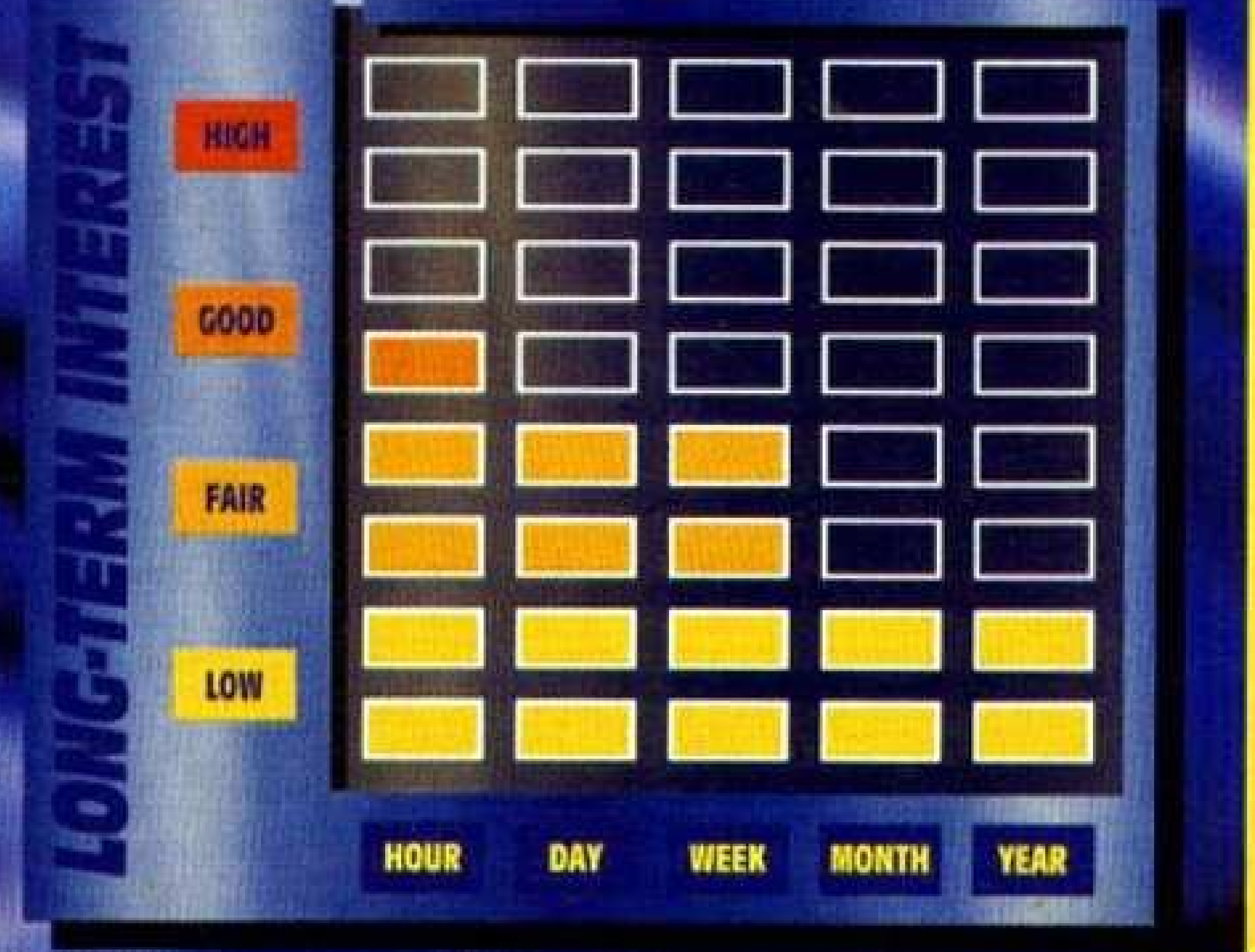
▲ The Ninja shows excellent ball control...



▲ sAvoid the time-stealing boxes at all costs.



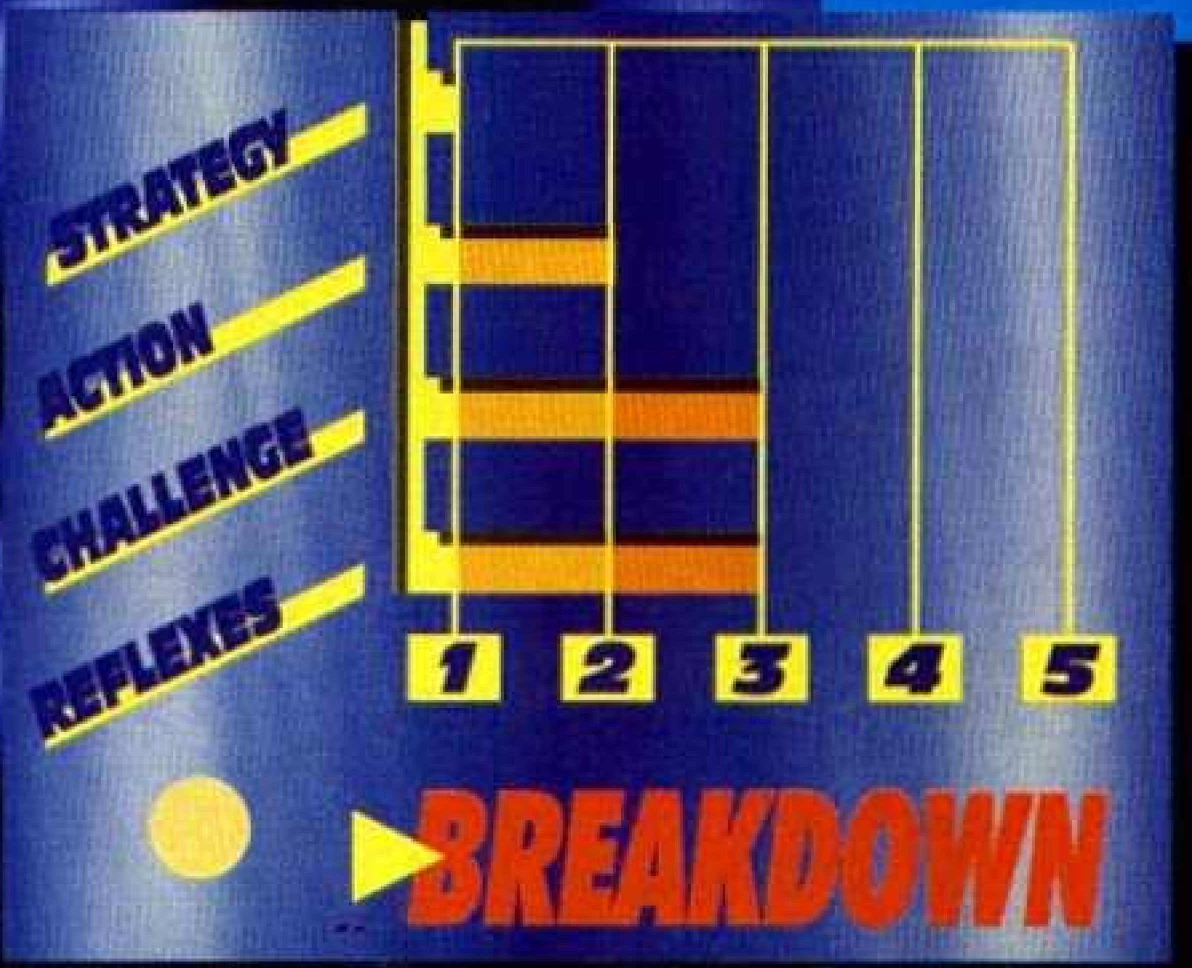




BOSS! BOSS! THE PLANE! THE PLANE!

On The Ball is presented as a succession of rotational mazes referred to as trials, the number of which varies depending on the skill level. The whole collection exists in a surreal plane. There are four levels of skill and they are: Training, Beginner, Expert and Special. As you might guess the difficulty gets increasingly harder the further you progress into the game, the Training level provides a special tutor who tells you things that you could easily work out yourself whereas the Expert level has you wondering what happened to that wonderful tutor! What's more there's a special Second Plane that offers such delights as limited rotation and reversed gravity! By the way, that tutor makes a second appearance here and is no use whatsoever!

RATINGS



PRESENTATION

▲ There are neat intermission screens and a password system.
▼ The title screen is very bland, even if it twists and turns about a lot.

79

GRAPHICS

▲ It's Mode 7 ahoy from start to finish. Tasteful colours used in complex backdrops to neatly rendered mazes.
▼ Things don't change much. It's just mazes, mazes and more mazes.

79

SOUND

▲ Crazy tunes and amusing sound effects that all fit in with the nature of the game.
▼ The tunes repeat themselves and the sound effects are few.

74

LASTABILITY

▲ The competitive nature of the trials presents a challenge and the difficulty level increases significantly further on.
▼ Not really immediately exciting enough for single players.

81

PLAYABILITY

▲ The control method is simple and instinctive to use. It's with two players that On The Ball reaches its full potential, thoughx.
▼ Point grabbing isn't for everyone. Less fun in one-player.

84

OVERALL

Another weird and wonderful game for the Super NES that is great for two competitive point-grabbing puzzle-o-maniacs but not necessarily the business for a single player looking for big thrills.

82

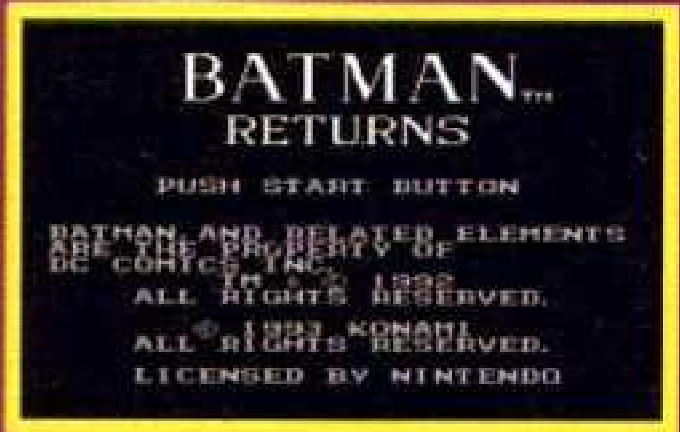
REVIEW

NINTENDO

1 PLAYER

4 MEG

BAT GAME


BATMAN™
RETURNS
PUSH START BUTTON
BATMAN AND RELATED ELEMENTS
ARE THE PROPERTY OF
DC COMICS INC.
TM & © 1992
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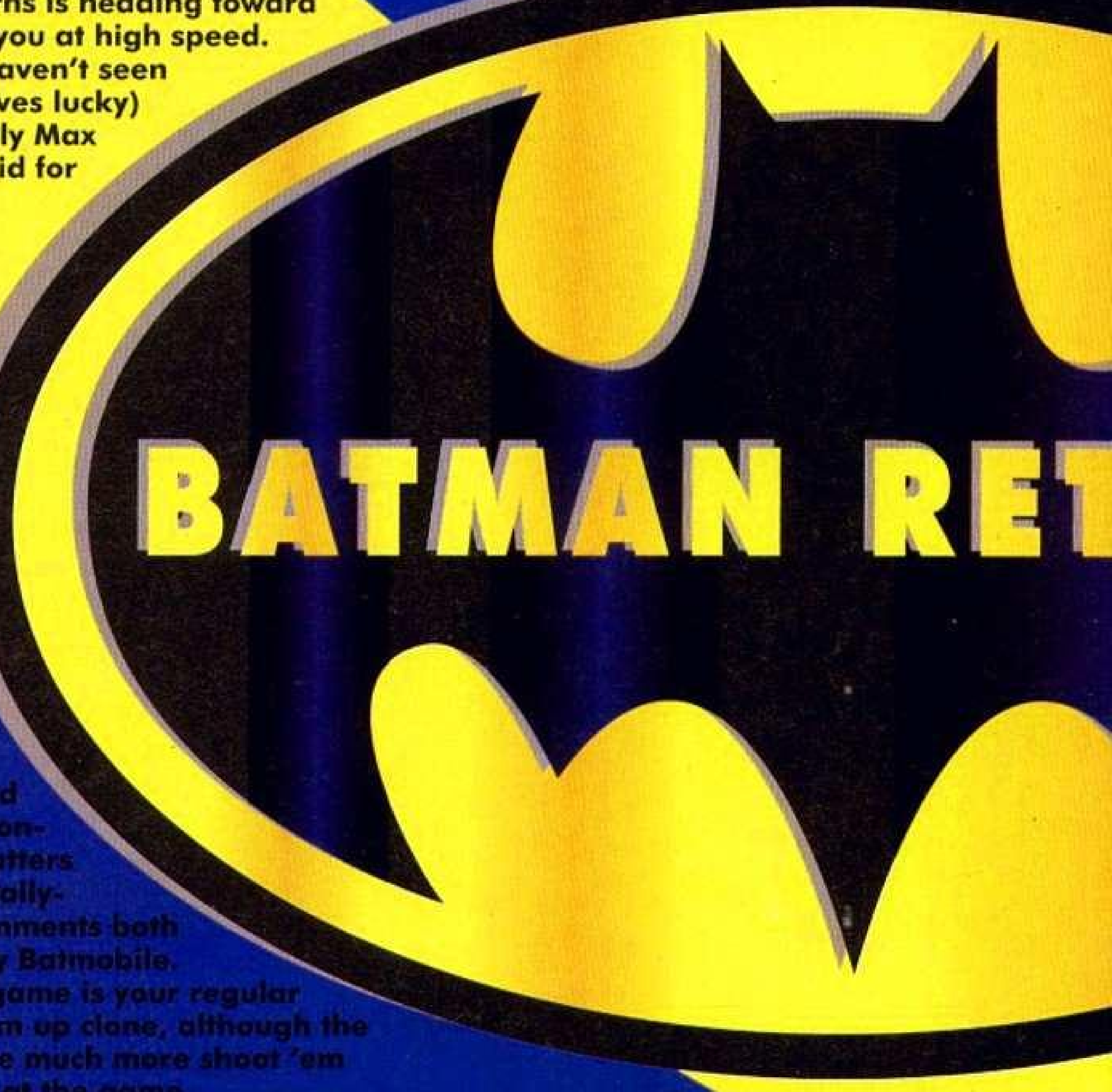
LICENSED BY NINTENDO

PRICE:TBA
BY: KONAMI

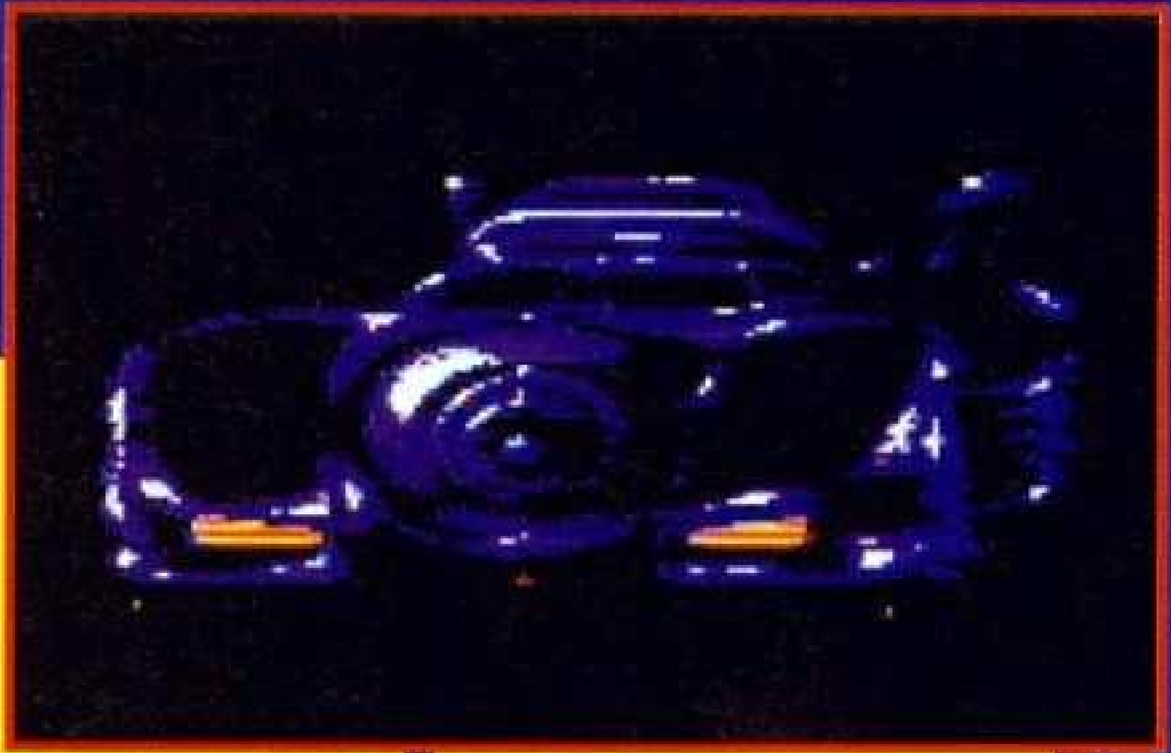
RELEASE
TBA
CONTROL
JOYPAD
GAME DIFFICULTY
MEDIUM/HARD
CONTINUES
PASSWORD
SKILL LEVELS
1
RESPONSIVENESS
OK
1ST DAY SCORE
50000
ORIGIN
A conversion from the film of the same name and follow up to the scores of Bat-games already available on the NES.

BATMAN RET

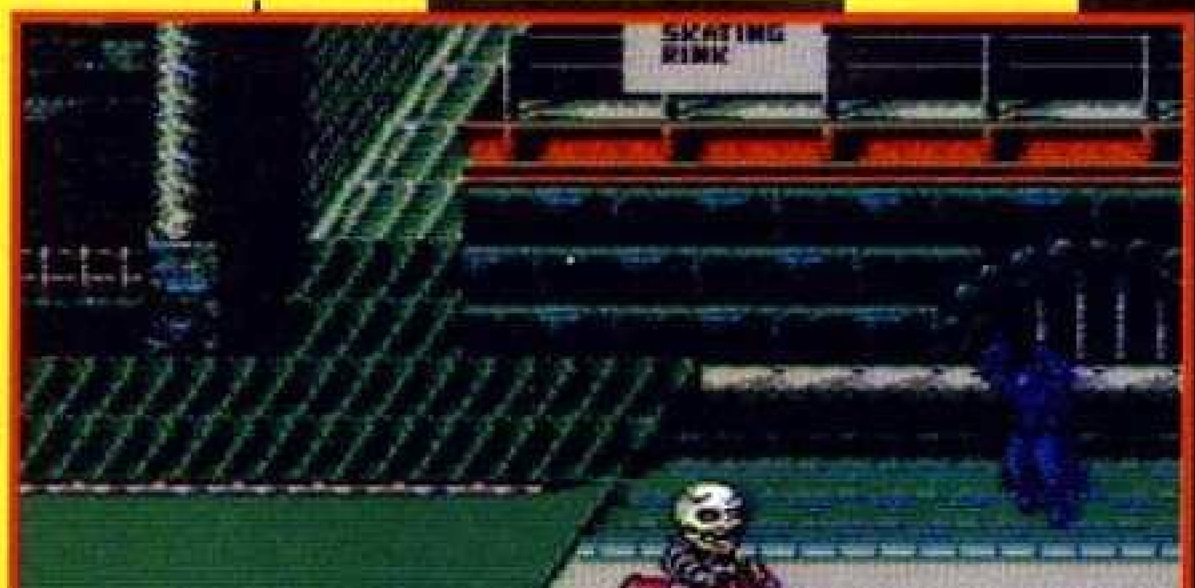


Holy Perfect Christmas Movie! Yes indeed, Batman Returns is heading toward an NES near you at high speed. For those of you who haven't seen the flick (count yourselves lucky) it concerns the dastardly Max (Penguin) Schrenck's bid for mayorship of Gotham City. Plus there's the Catwoman, an undead feline-loving secretary out to wreak vengeance on her evil boss who killed her in the first place. Oh yeah, and there's this evil circus of violent criminals with something to do with the Penguin. Well, something like that anyway.

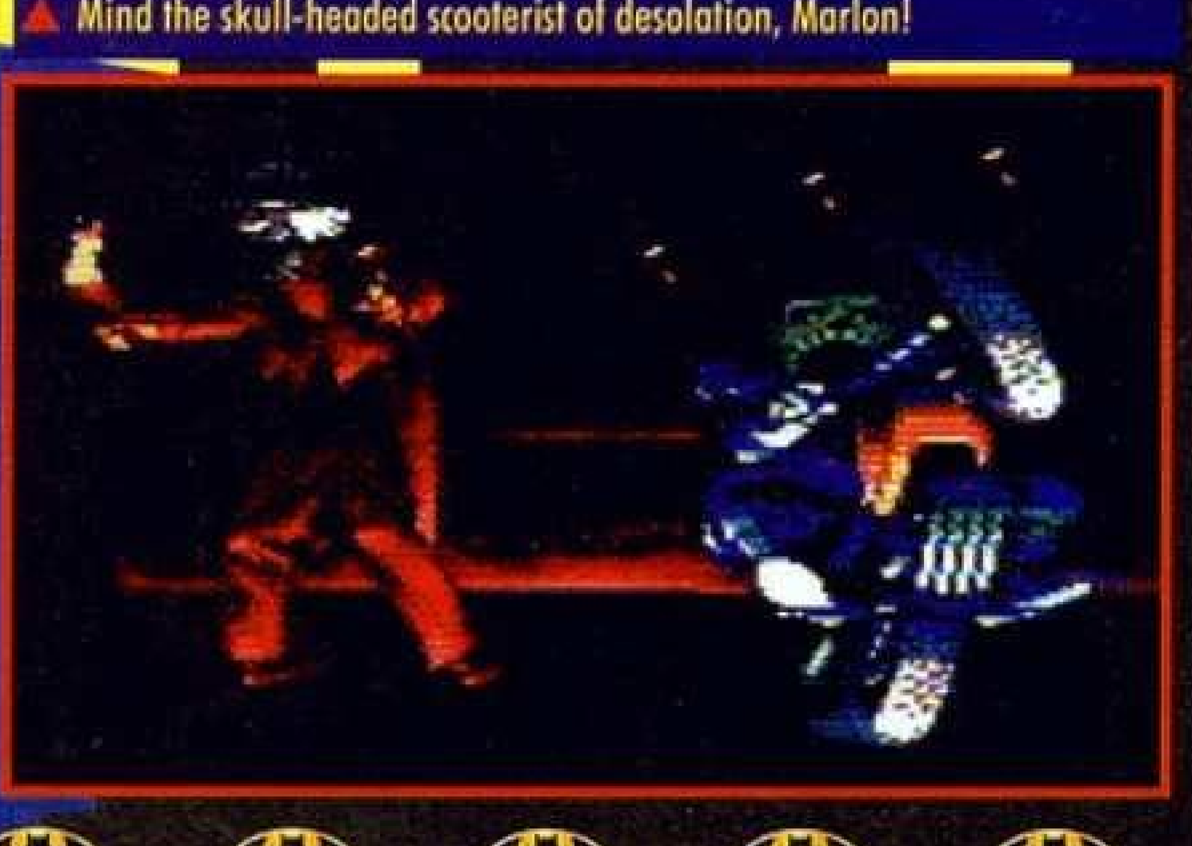
Still, at least there was a bit of action - and that's what the game concentrates upon, with Batters traversing the horizontally-scrolling hostile environments both on foot and in his trusty Batmobile. For the most part, the game is your regular Double Dragon beat 'em up clone, although the vehicular sequences are much more shoot 'em uppy. Let's take a look at the game...



Hre it is in all its shining glory – The Batmobile!

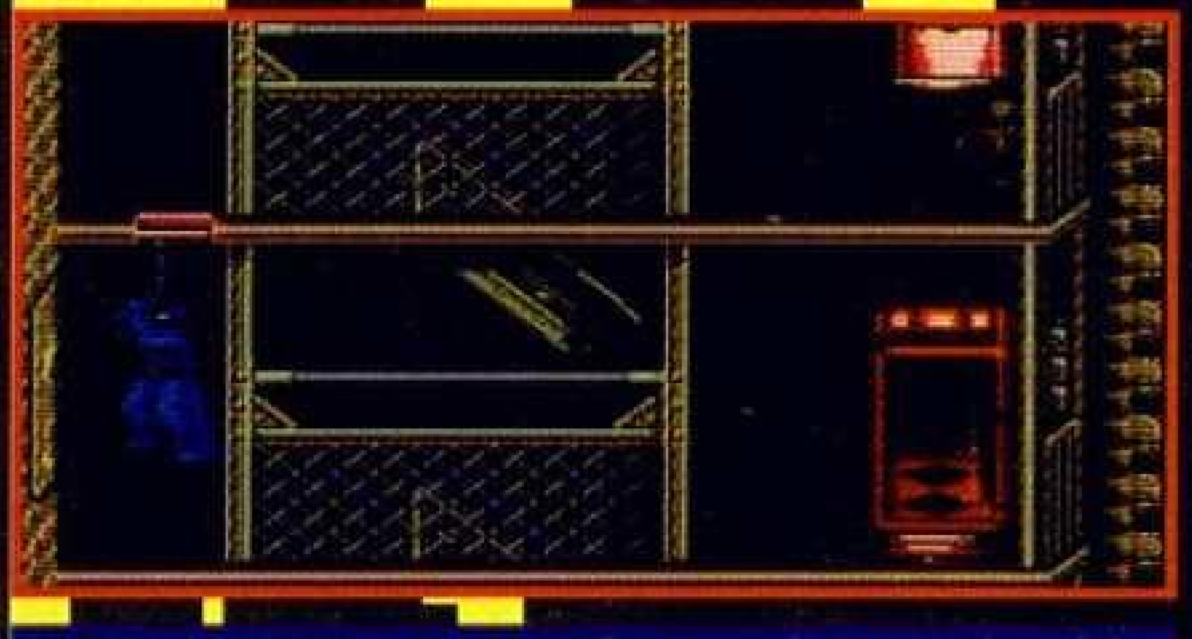


Mind the skull-headed scooterist of desolation, Marlon!

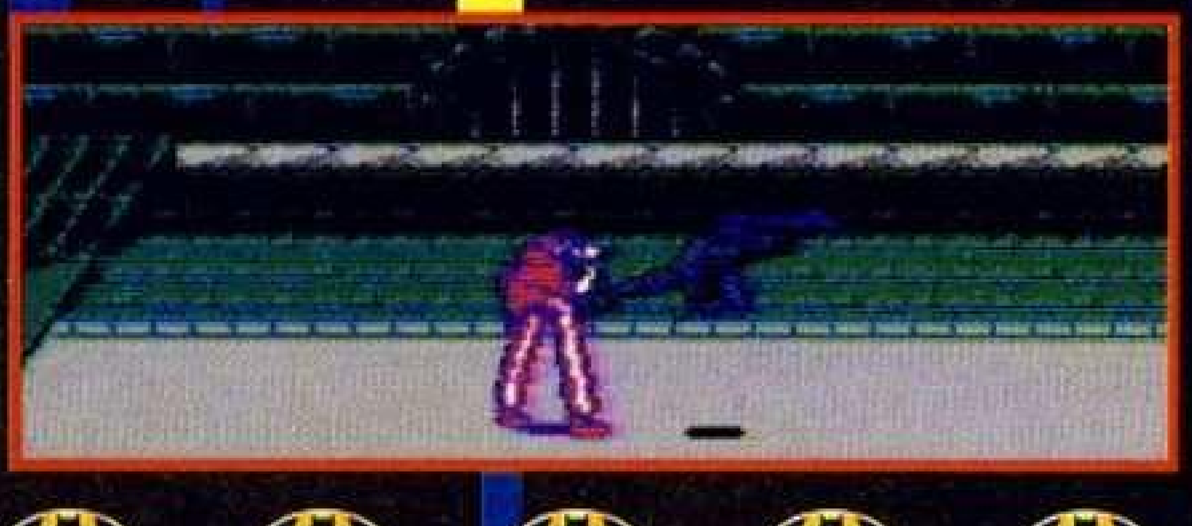


BAT ANTI-GAS CAPSULES

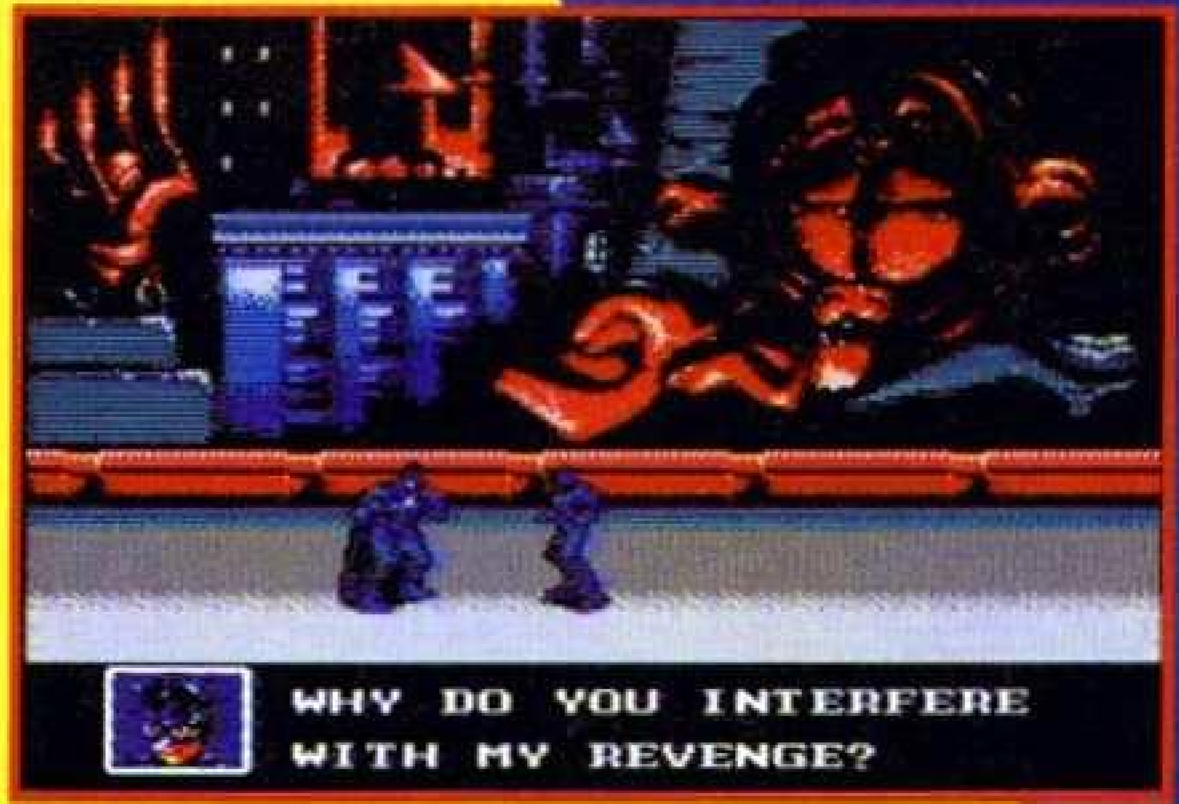
Where would Batman be without his faithful Batmobile? On the bus, if you think about it. But public transport being what it is, it's a good job Batso does have his fine car to be going on with, especially as it gives the programmers of Batman Returns a good excuse to bung in a driving level. Here, the viewpoint remains the same horizontal from a slightly raised standing, but instead of running around punching people in the face, Batman is able to shoot them with his machine guns! He also has a limited supply of homing missiles which are best saved for taking out air-borne enemies. However, destroying enemy cars and bikes isn't the end of them, for the bodies of the drivers fly through the air and try to cling onto your car, smashing it with their bear hands. Should this happen simply thrash your car from side to side for a bit until they fall off and get run over. Hurrah!



Hang out your Batman on the Siegfried line...



URNS

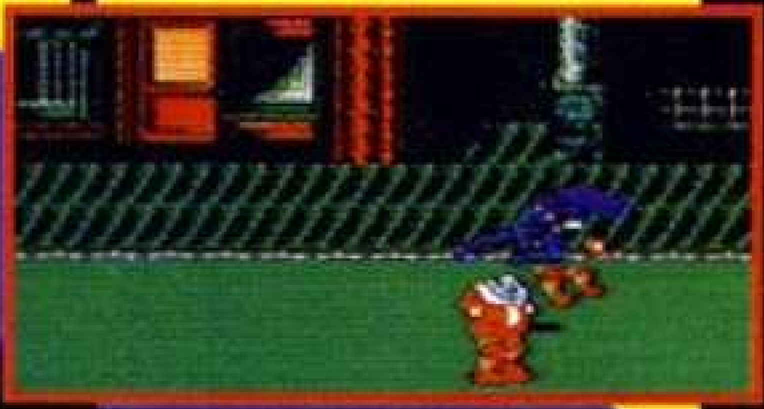


WHY DO YOU INTERFERE
WITH MY REVENGE?

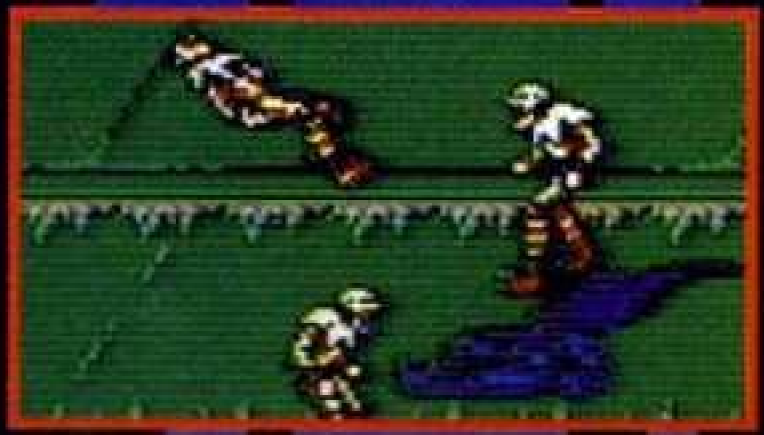
▲ The kind of question you can expect to be asked throughout the course of the game. Yawn!

BAT SHARK REPELLANT

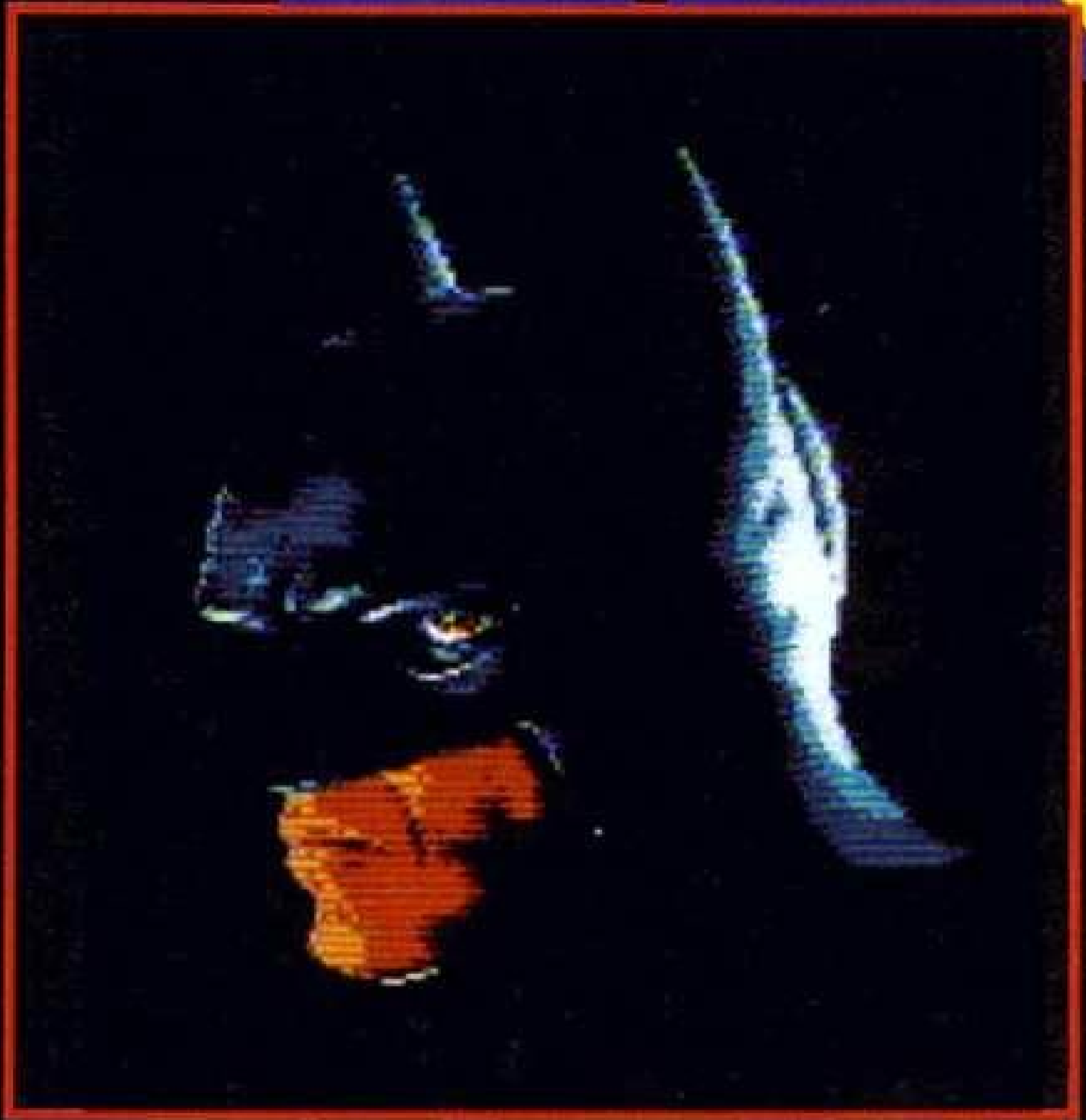
Although Batman is a big, brave hero who prefers to use his mighty fists and feet in his pursuit of the enemy, there are times when a sneaky bit of long-range hit and run tomfoolery is the order of the day. This is where his trusty Batarang comes in handy. However, this is not the same trusty Batarang as featured in the comics and TV show, but a cordless throwing blade of deadly sharpness. However, there's not much room for pockets in a slinky outfit like his, so he may only carry a maximum of nine Batarangs at one time. The trusty Batarang as we know it has been replaced by a hi-tech grappling gun which allows him to reach high windows and swing over things, as well as occasionally using it as a weapon against flying enemies. Use of this item is, thankfully, unlimited.

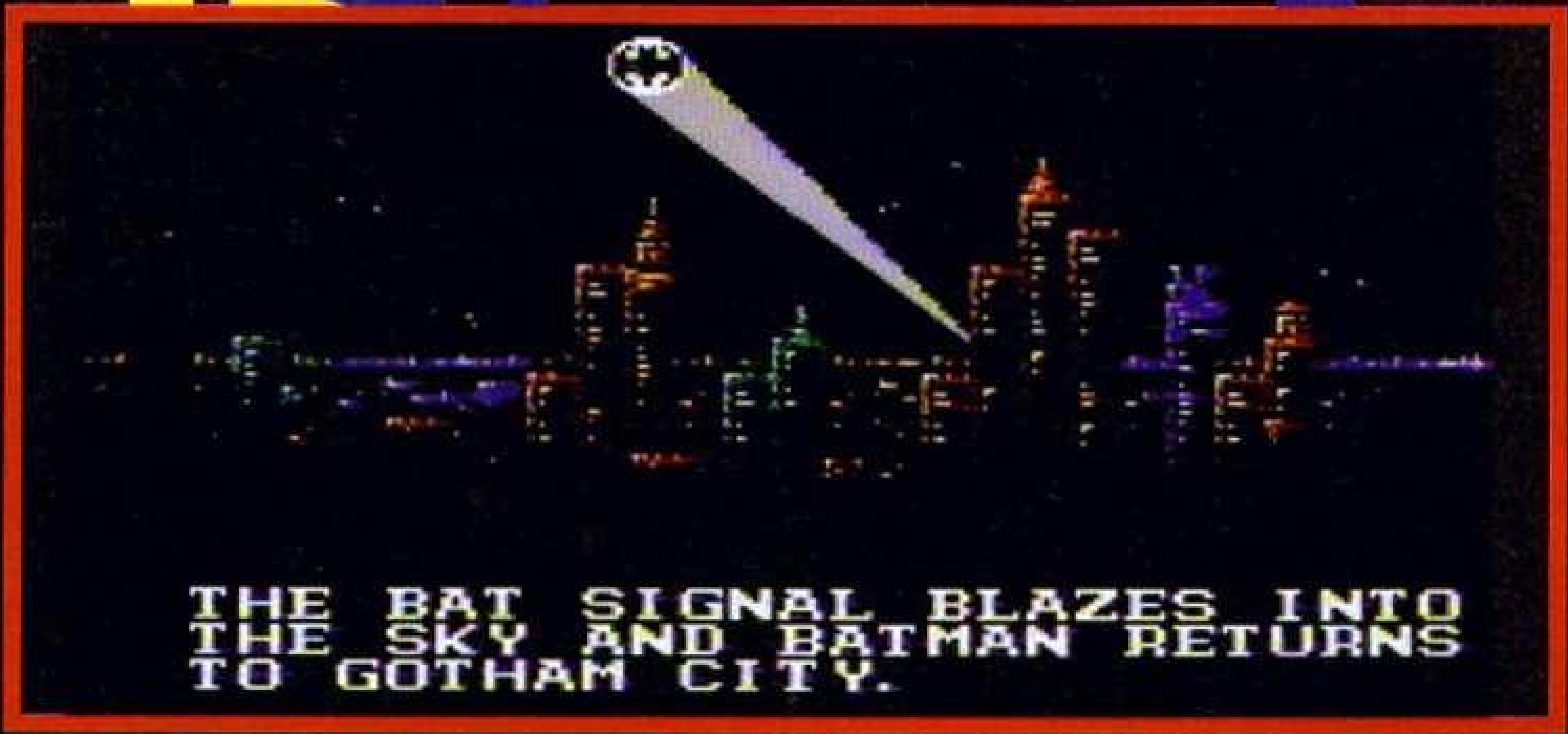


▲ Holy ineffective flying batleap!



▲ Arggh, Skinhead attack!





THE BAT SIGNAL BLAZES INTO
THE SKY AND BATMAN RETURNS
TO GOTHAM CITY.

COMMENT

RAD

Batman Returns has got to be one of the worst looking games to shuffle onto the NES in a long time. The graphics are absolutely abysmal. The sprites are badly drawn and indistinct, the use of colour is tasteless, clashing and garish and the animation is horrible. Still, looking on the bright side Batman Returns is actually not bad. At first, the Double Dragon "influenced" gameplay seems a bit old hat and dull - for it is. But once you get into the swing of things and reach some of the pretty rock later levels it's quite good fun. There are loads of little things which make the game much better, like the zillions of animated story pieces and conversation between characters, plus some interesting game ideas such as the rooftop level where Batters is constantly sliding off the wet slates. It's a bit formula, with the standard driving sequence, ice level and so on, but there are enough new ideas to make Batman Returns a cut above most of the titles of this ilk on the NES. It isn't exactly the greatest title on the machine, but certainly worth a look.

How To Control Use the joypad to move Batman around the screen. Buttons in conjunction with certain directions produce special moves, syuch as the xsliding kick and the block.

A	Jump.
B	Attack/Operate special item.
S	**SELECT BUTTON:** Select special item.
S	**START BUTTON:** Pause/unpause the game.

How To Play Use the joypad to move Batty through the many scrolling levels of Gotham City, sorting out the enemies of justice on his way. He uses Batarangs, Bat Grappler and other gadgets to help him in his quest.Should Batman's energy bar be fully depleted, he dies and it's game over.

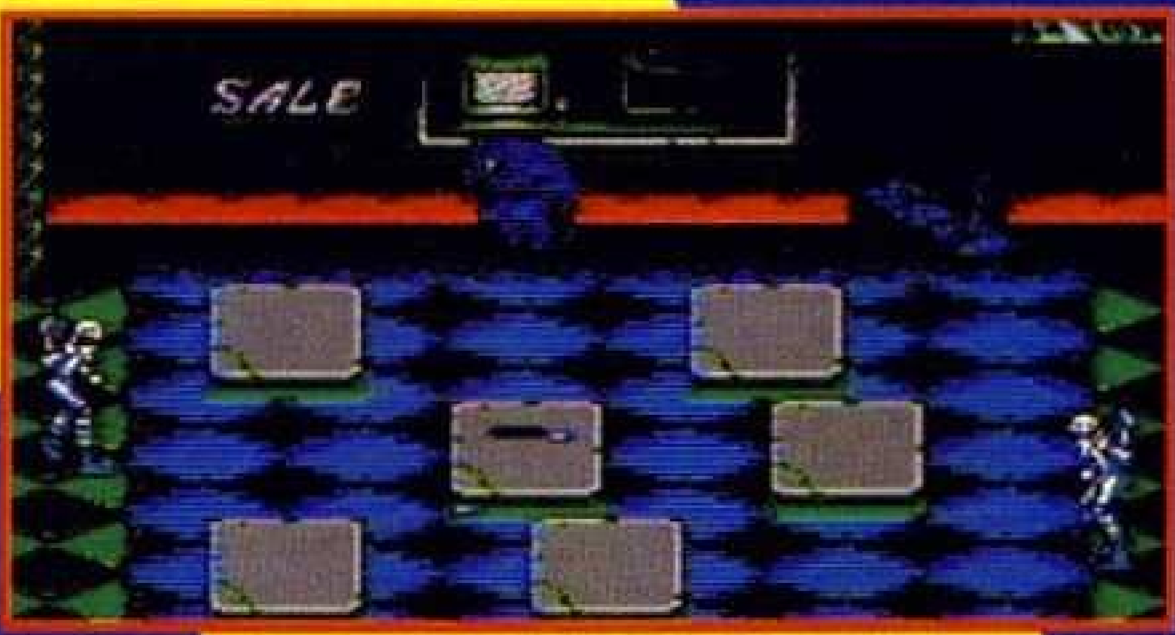
BAT RE-ATOMIZER

Batman is a skilled pugilist (ie he's good at hitting people), and is represented as such in the game. As well as his regular face-punching attacks, Batman has a number of opponent-maiming tricks up his armoured sleeve. Mr Wayne (for it is he) also performs spectacular leaping kicks. If things get particularly hectic, the boy Batman is also able to block one attack at a time.

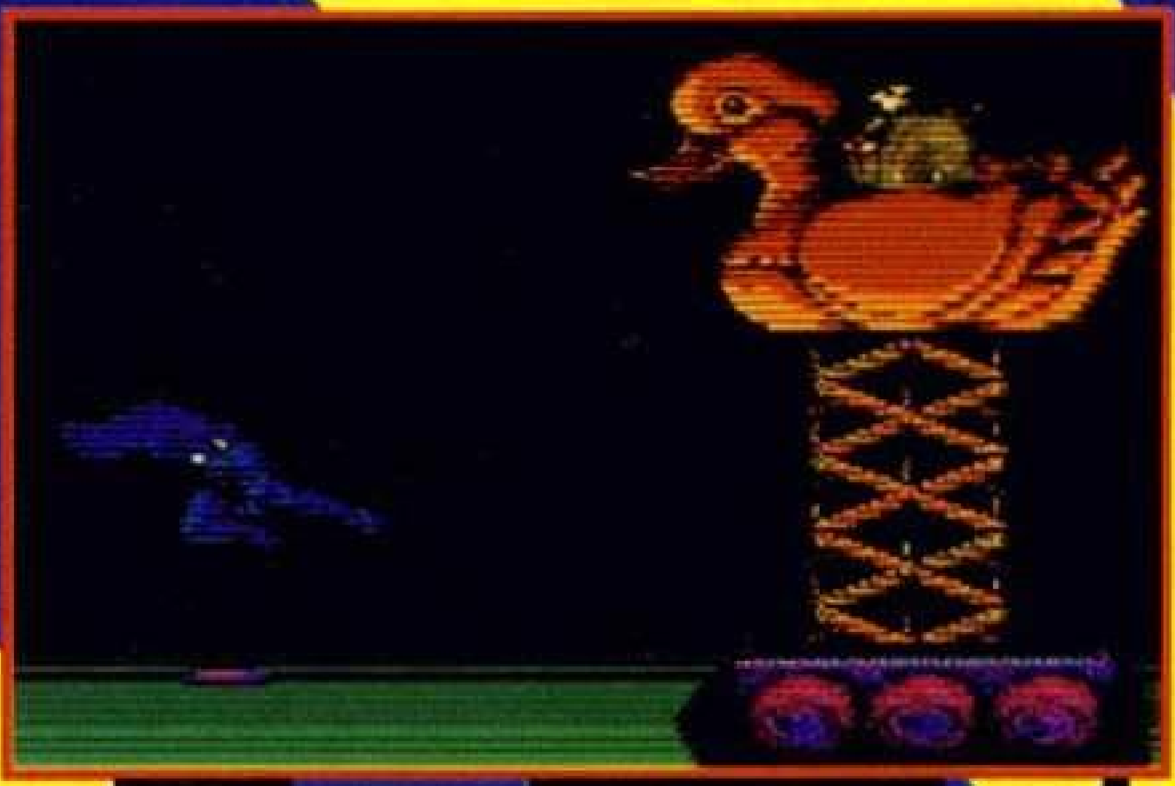
COMMENT

TIM

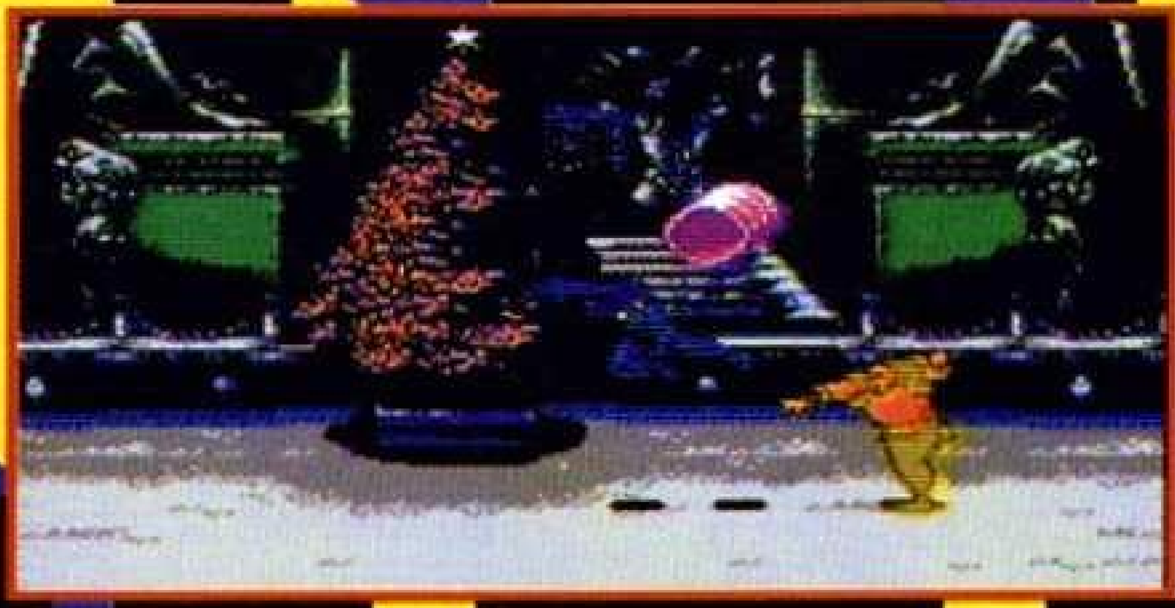
At first sight, Batman Returns looks so bad you'll think your telly's gone up the spout because somebody somewhere has no talent when it comes to sprite definition and not a clue on colour combinatons. The upshot is that BR instantly puts you in a bad mood because it looks so naff, but once you start playing the game you realise it's not actually that bad. The idea to present that game as a Double Dragon-style beater was hardly the most inspired brainwave in history, but by some strange quirk of fate the gameplay sort of fits into place and the game can actually prove a bit of a laugh because there are an awful lot of fairly neat little touches to lift this cart out of the doldrums. Batman Returns could easily have started life as a different game, with the sprites and graphics changed accordingly. That said, the original game must have been fairly good anyway because this license isn't half as bad as it could have been. Batfans should take a look at this before deciding whether to dish out the dosh, and everyone else should give the cart a good hard stare before deciding to do the same.



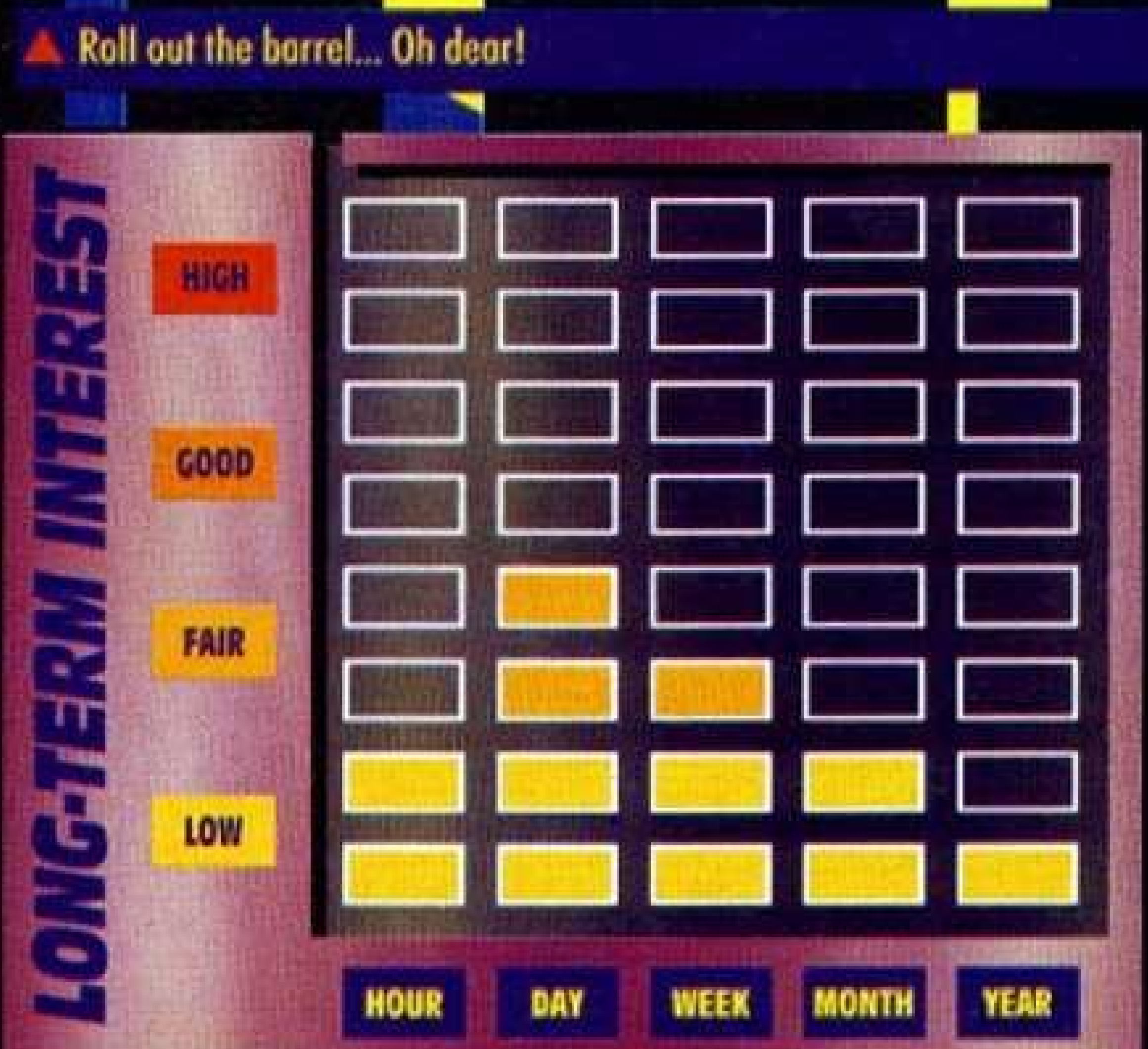
▲ They must have got this one from the Crystal Maze.



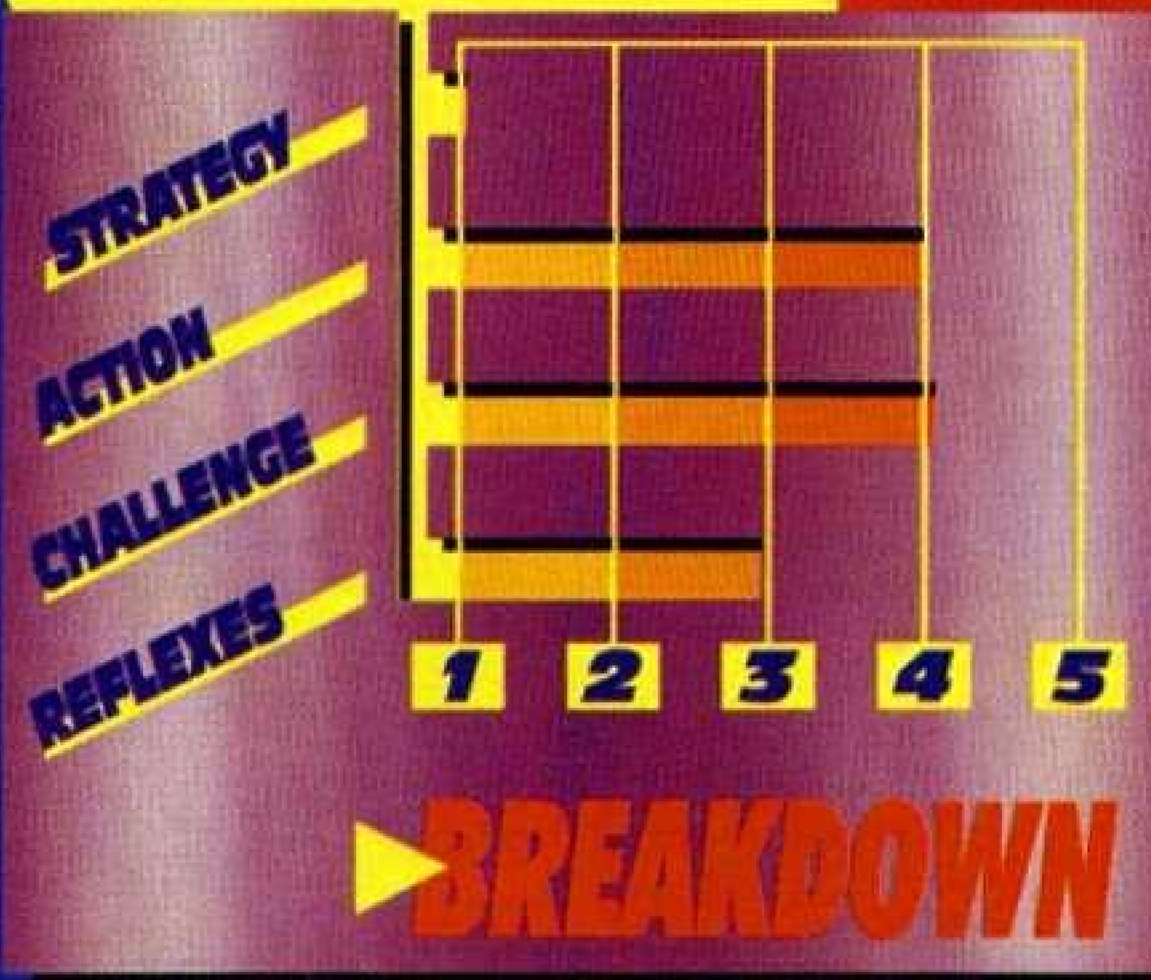
▲ Duck-in Hell! Feathered frolics for our batwinged hero.



▲ Roll out the barrel... Oh dear!



RATINGS



PRESENTATION

▲ Loads of presentation screens, animated sequences and in-game plot-related activities.
▼ No options, alas.

92

GRAPHICS

▼ Gnnnh! A motley-looking visual travesty, with malformed and wobbly sprites, horrific colours, useless animation and no positive aesthetic qualities whatsoever.

23

SOUND

▲ There's tunes, tunes and more tunes than you can shake a stick at here.
▼ Some of the effects do sound a bit dodgy.

78

PLAYABILITY

▲ Quite good fun once you get into it, and there's always loads to do.
▼ It's all a bit slow, though.

73

LASTABILITY

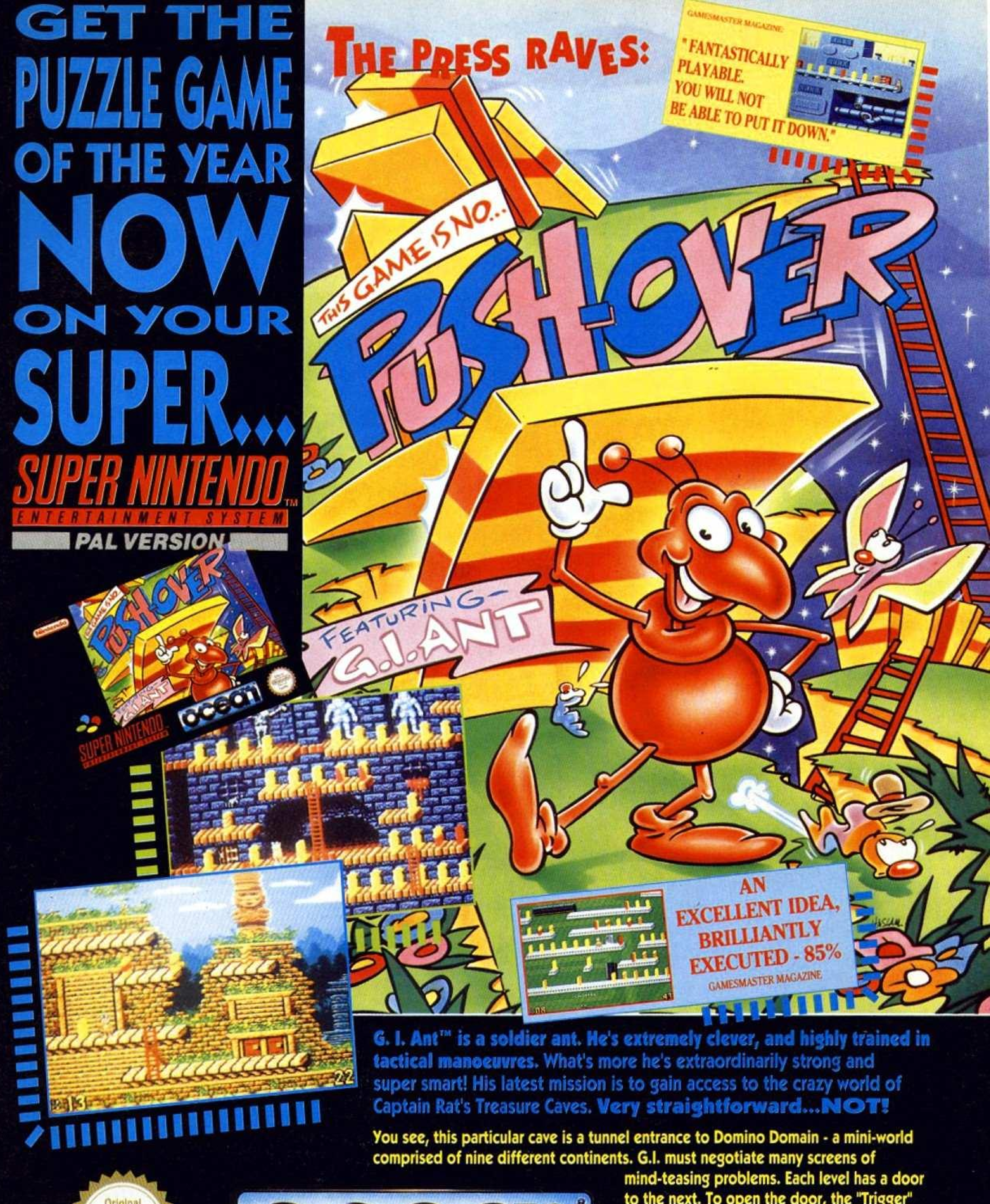
▲ Plenty of levels to take on, and things get pretty rock later on.
▼ That kooky password cat makes the game a lot easier to complete.

80

OVERALL

A reasonably enjoyable game which won't set the world on fire, but is still not bad at all.

74


GET THE PUZZLE GAME OF THE YEAR NOW ON YOUR SUPER...
SUPER NINTENDO
ENTERTAINMENT SYSTEM
PAL VERSION
THE PRESS RAVES:
GAMESMASTER MAGAZINE:
"FANTASTICALLY PLAYABLE. YOU WILL NOT BE ABLE TO PUT IT DOWN."
THIS GAME IS NO...
PUSH-OVER
FEATURING - G.I. ANT
AN EXCELLENT IDEA, BRILLIANTLY EXECUTED - 85%
GAMESMASTER MAGAZINE
ocean
SUPER NINTENDO

G. I. Ant™ is a soldier ant. He's extremely clever, and highly trained in tactical manoeuvres. What's more he's extraordinarily strong and super smart! His latest mission is to gain access to the crazy world of Captain Rat's Treasure Caves. Very straightforward...NOT!

You see, this particular cave is a tunnel entrance to Domino Domain - a mini-world comprised of nine different continents. G.I. must negotiate many screens of mind-teasing problems. Each level has a door to the next. To open the door, the "Trigger" domino-block must be felled by causing a chain reaction with all of the other domino-blocks in that level.

Pretty easy...NOT!

Original Nintendo Seal of Quality

Ocean Software Limited 2 Castle Street Castlefield Manchester M3 4LZ

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Nintendo MAGAZINE SYSTEM

HIGH SCORES

After the gauntlet flinging of last issue, this month's High Scores situation has certainly improved. That's not to say that this month's bundle of efforts is anything more than shambolic! What's more, there's a few scores still standing from previous months - and pretty shoddy ones they are too. Where's your spirit of competition? Where's your spiteful need for revenge and lowly greed to prove yourself better than the other "gamers" present on these pages? If you think you can do better than the shower on display here, send your alleged "high" scores in to me on the coupon provided below, unless of course you aren't really as good as you reckon you are...

The Score Monitor (Mk IV)

SUPER NINTENDO

ADDAMS FAMILY:
652,840 Greg Beaufoy, Coventry, Warwicks

CONTRA SPIRITS:
2,196,450 Peter Amor, Bristol, Avon

FINAL FIGHT:
182,000 Rad Automatic, High Score Master, NMS

F-ZERO:
89,400 Gordon Brady, Dublin, N Ireland

JOE & MAC - CAVEMAN NINJA:
265,000 Daniel Nix, Audley, Stoke-on-Trent, Staffs

PARODIUS:
1,002,000 Jam, Hounslow, Middx

STREETFIGHTER II:
2,074,877 Christopher Bluck, Blackpool, Lancs.

SUPER ADVENTURE ISLAND
472,600 Jam, Hounslow, Middx

SUPER ALESTE
6,275,580 Paul Davies, Manners Central, NMS

SUPER MARIO WORLD:
9,999,990 Jaz Rignall, Ego Corner, NMS

SUPER R-TYPE:
4,057,100 Michael Barmby, Wakefield

SUPER SOCCER:
43-0 Gordon Brady, Dublin, N Ireland

SUPER SMASH TV:
88, 192, 665 Scott White, Newbury Park, Essex
Normally scores like this would be ridiculed as a work of fantasy, but there was photographic evidence to support this claim. Proving your claim is a good way of getting them into the page.

SUPER TENNIS:
720 Dave Clay, Portsmouth, Hants

UN SQUADRON:
1,655,800 Graham Cook, Bootle, Merseyside

SUPER SCOPE

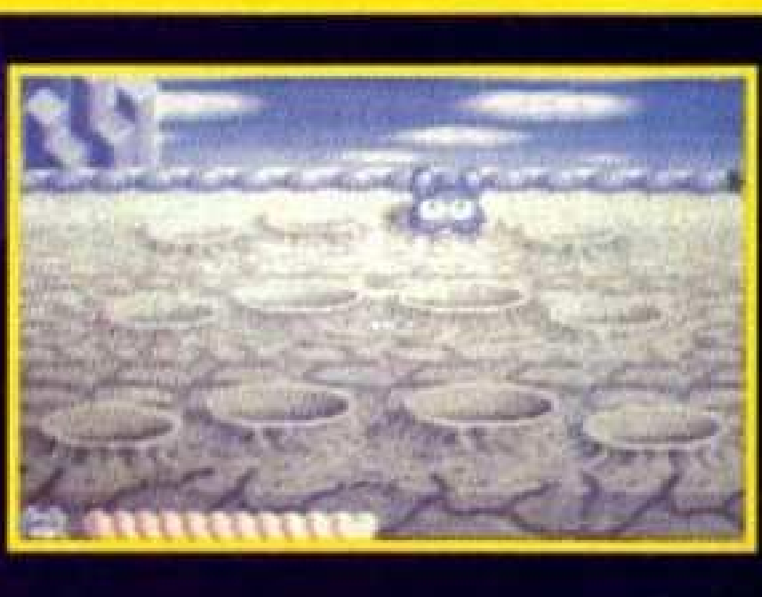
BLASTRIS A:
18,600 Steven Newman, Gosport, Hants

BLASTRIS B:
11,200 Jeremy Holman, Bromyard Herefordshire

LAZER BLAZER A:
628,400 Steven Newman, Gosport, Hants

LAZER BLAZER C:
1,286,400 Steven Newman, Gosport, Hants

MOLE PATROL:
844,204 Jeremy Holman, Bromyard, Herefordshire



NES

CALIFORNIA GAMES (BMX):
68,530 Jet the Labrador, York
So where are the rest of the events scores? I want them NOW, and I won't permit delays. After all, is there no-one out there better than a dog without the blessing of opposable thumbs?

CASTLEVANIA:
1,565,000 Robert Deacon, Plymouth, Devon

DOUBLE DRAGON:
113,785 Henry Forster, Normanton, W Yorks

DUCK HUNT:
254,100 Bobby Thompson, Nowhereton

DUCK TALES:
$11,650,000 Greg Blair, Dunfermline, Fife, Scotland

GREMLINS 2:
5246 Robert Wood, Seaforth, Liverpool

HOOK
2,170,400 Angus Swan, Scorelord extraordinaire, NMS

HYPER SOCCER:
58-0 Andrew McQuaker, Darlington, Co Durham

MEGA-MAN:
11,101,600 Steffen Sletvold, Norway

NINTENDO WORLD CUP:
23-2 playing as Russia Andrew McQuaker, Darlington, Co Durham

PROBOTECTOR:
1,518,000 Steffen Sletvold, Norway

SUPER MARIO BROS:
679,950 PhilipCook, Childwall, Liverpool

SUPER MARIO BROS 3:
1,420,000 Daniel Sharood, Bridport, Dorset

GAME BOY

BART ESCAPES FROM CAMP DEADLY
374,712 Danny Offield, Ilfracombe, Devon

BATTLETOADS
36,270 Bob Pullen, Doncaster, S Yorks

DOUBLE DRAGON II:
5900 Bobby Wong, Hebburn, Tyne & Wear

CHOPLIFTER 2
7250 Tim Johnson, Reading, Berks

CONTRA
364,700 Bob Pullen, Doncaster, S Yorks.

NAVY SEALS:
102,500 James Harding, Sturminster Newton, Dorset

NINTENDO WORLD CUP:
60-0 Ian Wilkes, Redditch, Worcs

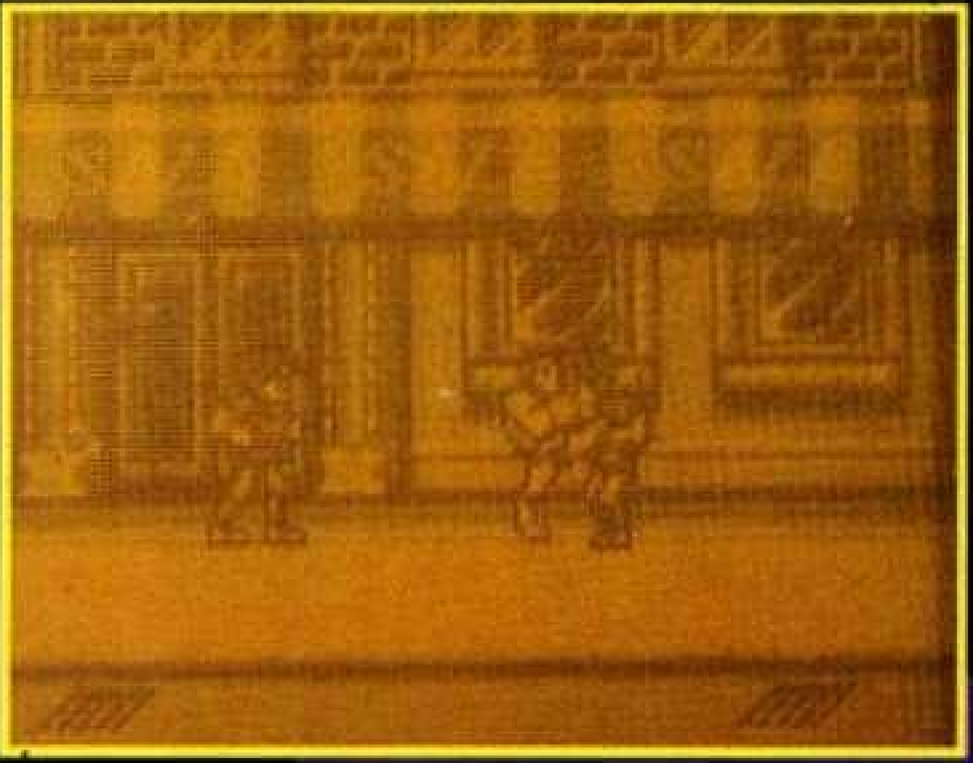
PITFIGHTER:
$1,432,840 Anthony Druce, Henley on Thames

REVENGE OF THE 'GATOR
720,540 Tim Johnson, Reading, Berks

R-TYPE
89,950 Bob Pullen, Doncaster, S Yorks

SUPER MARIO LAND:
520,190 Gareth Jones, Stockport, Cheshire

SUPER KICK OFF
10-0 Ian Lea, Wigan, Lancs
From now on I want to see *teams*, not just scores.



TETRIS:
470,935 Penny Teags, Southampton

TURRICAN:
873,930 James Harding, Sturminster Newton, Dorset

JIMMY CHIN CHAMBER

Impressed? No, neither was I. It's up to you to put these degenerates in their place by sending your submissions for adjudication. Our strict procedures require photographic ID of sender - so get sending those pics, no matter how sad they look! But first, peruse the corner set aside as the 'Jimmy Chin' chamber - for liars, cheats and the Scum of the Earth.

Send Coupons to:
SCORE/LEVEL:

DEAR NMS,
I FILL OUT THIS COUPON IN THE KNOWLEDGE THAT IF MY SCORES ARE RATHER SAD YOU WILL USE EVERY OPPORTUNITY TO HIGHLIGHT THE FACT AND I ENCLOSE A PASSPORT PHOTO.

I WISH I COULD PLAY GAMES AS WELL AS THE NMS BOYS, BUT THESE SCORES WILL HAVE TO DO
NMS
30-32 Farringdon Lane,
LONDON
EC1R 3AU

NAME: ______
ADDRESS: ______
______
SYSTEM:
GAME TITLE:
SCORE/LEVEL: ______
GAME TITLE:
SCORE/LEVEL: ______
GAME TITLE:
SCORE/LEVEL: ______
GAME TITLE:
SCORE/LEVEL: ______

Q+A

READER SYSTEM

More questions! More answers! It's Q+A time again as Jazza kick starts his brain and gets ready to answer all life's little problems. If you've got anything you need to know, write in to ol' clever dick Jazza at: FLIP ME ITS COLD OUTSIDE AND I'M ONLY WEARING MY Y-FRONTS Q+A, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

Q

...OUTSIDE

Dear Jazzaman,
I've just sold my Megadrive and purchased a Super NES with Street Fighter II. I would be very grateful if you would answer my queries about some games:

1. Is WWF a button basher as with my Megadrive version, because that naffed my joypad up after a while?
2. Which is best: F-Zero or F1 Exhaust Heat?
3. Is Super Probotector the same as Contra Spirits?
4. Is UN Squadron as good as it looks in your tips section?
5. When will Sensible Soccer and Axelay finally be released for the Super NES?

Thanks you very much,
Michael Price, Southampton

A

JAZ:1. It is. But you don't have to smack the buttons to death - quick, gentle presses will do just as good a job as hammering them. 2. Hmmm. F1 has more variety and I really like racing cars so I guess that's what I'd choose, but to be honest they're very close in terms of quality. 3. Indeed it is. 4. Yes. 5. Soon!

Q

THE DTS

Dear Jaz,
To cut a long story short, please answer these questions:

1. Is the Super NES version of Joe And Mac Caveman Ninja any good?
2. When will Sensible Soccer be out? I've played it on my Amiga and it's ace, but will it be made better for the Super NES?
3. When will Terminator be out as it looks brilliant?
4. What is Black Belt Street Fighter II?

Paul Smith, Swindon

A

JAZ:1. It's very slick and the graphics are great, but the problem is that the gameplay's not very exciting and it's very easy to complete. 2. Probably by Summer next year. I spoke to my good ol' mate Jops at Sensible Software (the game's programmers) and he reckons it'll be even better than the Amiga version! Wowzer. 3. Early in the New Year - wait for the review as looks can be deceptive. 4. A faster version of the normal game.

Q

PORT NOSE

Dear Jaz,
Please print my letter as I think a few other people would like to know the answers to my questions. Here we go...

1. Could you please tell me when Super Star Wars, Mickey Mouse, and The Lost Vikings will be officially released for the Super NES?
2. Is the Pro Action Replay really worth the money?
3. I think Utopia is brill on the PC, when will it be released, and how faithful is it to the computer-based counterpart?
4. Is Final Fight Guy any good, and which import company should I buy it from?
5. When will the 32-Bit cart be available?

Thanks,
Martyn Boyle, Port Talbot
PS: I think your mag is great, and so was the Street Fighter II video.

A

JAZ:1. At present Star Wars is scheduled for March, Lost Vikings is also March and Mickey Mouse has no release date as yet. 2. Personally I don't think so. 3. Gremlin are converting it as we speak. No release date has been set as yet, but from what I've seen it looks ace. 4. It's the same as normal Final Fight. 5. Not for yonks yet.

Q

PINK ELEPHANTS

Dear Jaz,
Please could you answer the following questions for me:

1. Is Jimmy White's Whirlwind Snooker coming out for the Super NES?
2. When Mario Paint and the mouse come out, will it be possible to use the mouse with games like Lemmings?
3. Do you think that the Megadrive version of Street Fighter II will be better than the Super NES one?
4. How many levels can you do on Lemmings?

David Beech, Chalgrov

A

JAZ:1. Not at the moment. 2. On some games yes - it'll tell you on the game packaging whether you can or not. 3. Dunno - ask me when I've seen it. 4. Not as many as I know I could do if I tried a bit harder.

Q

YOU LOOKING AT ME?

Dear Jaz,
Please answer my questions:

1. Is EA Hockey any good on the Super NES?
2. What do you think is the best game for the Super NES?
3. Are either of the Sonic The Hedgehog games coming out for the Super NES?

That's it for now, keep up all the good work and I will buy every issue.
James Gillen, County Donegal

A

JAZ:1. It's okay, but not as could as it should have been. 2. Mario IV. 3. Don't be silly.

Q

SAY HELLO TO MY LITTLE FRIEND

Dear Jaz,
Please will you answer the following questions about my trendy Game Boy?

1. Is it possible to get my Game Boy to run through a TV like they do in the GamesMaster Zone at Comet?
2. What is your all-time favourite Game Boy title?
3. Have you got any news on any future Game Boy titles?
4. What is your opinion of WWF Superstars 2?
5. Are there any extra life cheats for Tiny Toons?

Ian Lea, Wigan

A

JAZ:1. Not without buying special equipment that costs about £1000. 2. Predictably, it's Tetris. 3. Keep reading the magazine - we print everything we can. 4. It's pretty good - but not brilliant. 5. Naaaah.

LEARN FROM THE MASTER

Dear Jaz,

Yo NMS, the totally hip hop, happening, well-cool, radical magazine for Nintendo,

I would be totally thankful if you could answer my questions.

1. Is there any way of getting back issues of MEAN MACHINES eg nos 1-5?
2. With my pocket money I'll only be able to get SNES games every couple of months, so could you tell me some games that would last that time?
3. What rating did Super Ghouls 'n' Ghosts get?
4. Will any more Neo Geo games come out on the Nintendo?
5. What's Streetfighter 3 like?
6. Is Nintendo working on Super Mario 5?
7. Which is the best type of monitor to get out of Sony, Philips and Mitsubishi?

Eoin, Ireland

JAZ: 1. No. 2. Read the reviews and then check the game out. Super Mario Kart and, when it's available, Super Star Wars should do the trick. 3. Check out the index at the back of the mag. 4. Yeah, there'll be more information next month. 5. Not telling. 6. Yes. 7. Whichever one is the cheapest.

▲ QA action

▲ QA action

FIVE-HIT FIST FRENZY!

Dear Jaz,

Please could you answer these questions for me.

1. Are Contra Spirits, Contra 3 and Super Probotector all the same game?
2. What is the release date for the Super CD?
3. Is F Zero any good because my mate says it's crap?

Stuart Sharp, Stoke-on-Trent, Staffs

JAZ: 1. They are indeed. 2. It hasn't been announced as yet. 3. Your mate's talking out of his behind - it's great.

WOOF!

Dear Jaz,

Could you please answer the following questions on the Game Boy.

1. Will Streetfighter 1 or 2 ever appear on the Game Boy, if so when?
2. What is the best game for the Game Boy?
3. What is the worst?
4. Could you tell me how to complete Tetris?
5. What new games are coming out in 1993?
6. Could you tell me any cheats on Hook?
7. NMS is brill?

Richard Park, South Wirral, Cheshire

JAZ: 1. No. 2+3. Check out the index at the back of the mag. 4. Put the blocks together correctly and keep on making lines. 5. Keep reading the magazine to find out. 6. Sorry, I haven't got any. Anyway, you don't need cheats for it - it's really easy. 7. Is that a question or a statement?

▲ QA action

SMACK LIKE A CAR CRASH

Dear Jaz,

After many hours of deep and totally pointless thinking, I have come up with questions that are way beyond most peoples understanding. Therefore I present you with these questions in the hope that your vast intelligence of the console kingdom you will be able to answer them for me, please.

1. As you know a lot of music magazines give away free CDs with their mag. So with the SNES CD ROM being developed and the Mega CD soon to be given a UK official release, would it be possible to give away with NMS and MEAN MACHINES SEGA CDs containing a variety of demos, and maybe even a full game for these machines as CDs are a lot cheaper to manufacture than carts?
2. Why are there so few officially released NES American football games in the UK?
3. Do you know if any Super Scope software is being developed?

Ricky Farnfield, Ashford, Kent

JAZ: 1. Watch this space. 2. Because there are only two in existence and neither are particularly good. 4. Yes, there's quite a bit in the pipeline - more news in the early New Year.

Injury to 25 K. Stevens Out for period
1ST 8 04
EASN
CHI PIT
0 0

EEE, AAWW!

Dear Jaz,

Please could you answer these questions for me.

1 Is there ever going to be a Double Dragon 4 for the NES?

2 When is Lemmings coming out for the NES?

3. Will any of the following Super NES games come out for the NES: Spindizzy Worlds, any Simpsons game, Super Mario World, Super Mario Bros 4, Super Mario Kart, Zelda 3?

4. Is there any such console as a 24-BIT? If yes is there going to be one made by the Nintendo company?

Serena Elisa Ishak, Sunderland, Tyne & Wear

JAZ: 1. Possibly - but not for a while yet. 2. January. 3. No, yes, no, no, no, no. 4. No.

Q+A
READER SYSTEM

Q

YOU AND ME AGAINST THE WORLD

Dear Jaz,
Could you please solve these questions for me:
1. Is it true that Street Fighter III is in France?
2. When will the official version of Golden Fighter be released for the Super NES?
3. What is the best Sports game on the Super NES?
Louis Garman, Southampton

A

JAZ:1. Non. 2. I don't think it will ever appear officially - anyway, it's so naff who cares? 3. Super Tennis.

Q

SOMERSAULT STOMACHS

Dear Jazza,
I have a few taxing problems for you:
1. Is it possible to buy the mouse separately from Mario Paint?
2. Can the mouse be used with Lemmings or King Arthur's World, and if so which is the better of the two?
3. Which is better: Super Aleste or Axelay?
4. What are your five favourite Super NES games?
5. Is it true that the Super NES CD system will be a 32-Bit machine?
J Cousins, Newport

A

JAZ:1. Not at the moment. 2. King Arthur's World is the best. 3. Axelay. 4. Streetfighter II, Super Mario IV, Super Mario Kart, Super Star Wars and Zelda III. 5. Some of the chips inside the machine are 32-bit.

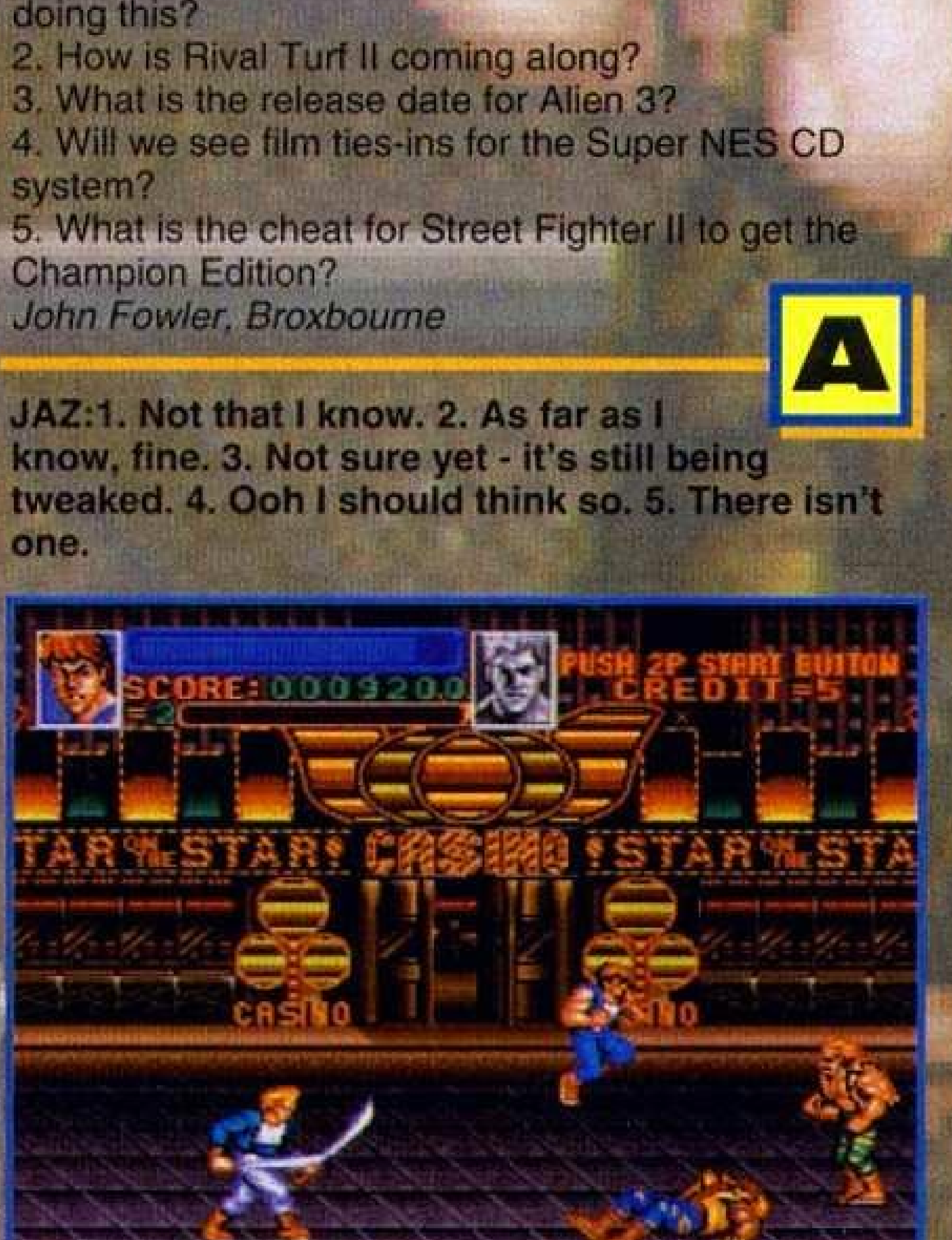
Q

WHERE AM I

Dear Jaz,
Could you answer my Super NES questions please:
1. I have the game Super Double Dragon which is excellent, but my main criticism is that you don't get to rescue your girlfriend. Is there a special way of doing this?
2. How is Rival Turf II coming along?
3. What is the release date for Alien 3?
4. Will we see film ties-ins for the Super NES CD system?
5. What is the cheat for Street Fighter II to get the Champion Edition?
John Fowler, Broxbourne

A

JAZ:1. Not that I know. 2. As far as I know, fine. 3. Not sure yet - it's still being tweaked. 4. Ooh I should think so. 5. There isn't one.



Q

DRIVING THE BIG WHITE BUS

Dear Jaz,
I have just this moment finished reading the letter to you in the October edition of NMS regarding the blowing of the Super NES' fuse when used with a adaptor. My questions are as follows:
1. Is this the case with all sorts of adaptors - ie ones for British to American and Japanese, etc?
2. Are there adaptors which use one game rather than two?
3. Will the fuse definitely blow?
4. If it does, where can I get the machine repaired and how much will it cost?
James Bowskill, Kildwick

A

JAZ:1. Yes - when you run any sort of adaptor that uses two cartridges, extended use puts your machine's fuse at risk. 2. No. 3. As I said, extended use DOES put your fuse at risk. 4. A computer repair specialist, and he can charge anything up to £30.00!

Q

SECRET BOTTLE

Dear Jaz,
Please answer the following for me:
1. When does Steel Cage Challenge come out for the Super NES?
2. When will the personal organiser come out for the Game Boy, and how much will it cost?
3. Is Super Mario Land II for the Game Boy similar to Mario World on the Super NES?
Darren Rode, Cockfosters

A

JAZ:1. Not for ages yet - programming is still only just underway. 2. If it ever gets released I should think it'd be at the normal £24.99 price - but it's doubtful that it'll ever appear in this country. 3. Similar-ish - it has some of Super Mario World IV's features, but many more of its own.

Q

HIP FLASK

Yo Jaz!
Please answer these questions:
1. Are there any world/city creating games available or soon to be available for the NES?
2. Are there any catalogues or shops where I can buy decent NES games from? All my local shops only sell crap games like Donkey Kong and Crackout.
3. Where the hell can I commit suicide? I've tried jumping in a vat of glue and from a high building, but to no avail. Please help.
The Mad-Thingy Creature, Wrexham

A

JAZ:1. No. 2. Well, you do live in Wrexham - what do you expect? Comet and Toys R Us both have good stocks if you can get someone to take you to your nearest store. 3. Eh? Call the Samaritans pronto, you sad man!

THE QJ ProPad

IT'S SO HOT...

X
Y
SEMI-AUTO
OFF
AUTO
AUTO FIRE
A
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START
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X
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A
B

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INTER ACTION MAILBAG

Here he is... put your hands and flippers together and welcome the Nintendo Magazine System SEAL of Quality. Who is he? Where does he come from? What does he stand for? Who cares! All we know is that from now on, S.E.A.L will be answering the letters around here and doesn't take tripe from anyone. So if you've got something to say, you've drawn some pictures or have incriminating photos, send them in to: PUSH OUT THE ENVELOPE WITH THE SEAL MAILBAG, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

COD AND CHIPS

Dear SEAL

I am writing to complain. Not about the brilliant mag with ace reviews and top tips, no no no, I am writing to complain about the gifts with your mag. The first issue of NMS was £1.95, the second £2.50 and the third was £3.95. I know the gifts are great, the SFII transfer and video were smart. The trouble is the price. I filled in the questionnaire in the first issue and said that I would pay extra for a good gift, but my main problem is that I can't get a copy of issue three because they had all sold out before I could get the cash together!

Paul Forster, Rackham, Kent

SEAL:That's the problem! The Streetfighter II video was so massively successful that we sold out very quickly. We're hoping to be offering a back issue service very soon indeed - stay tuned.

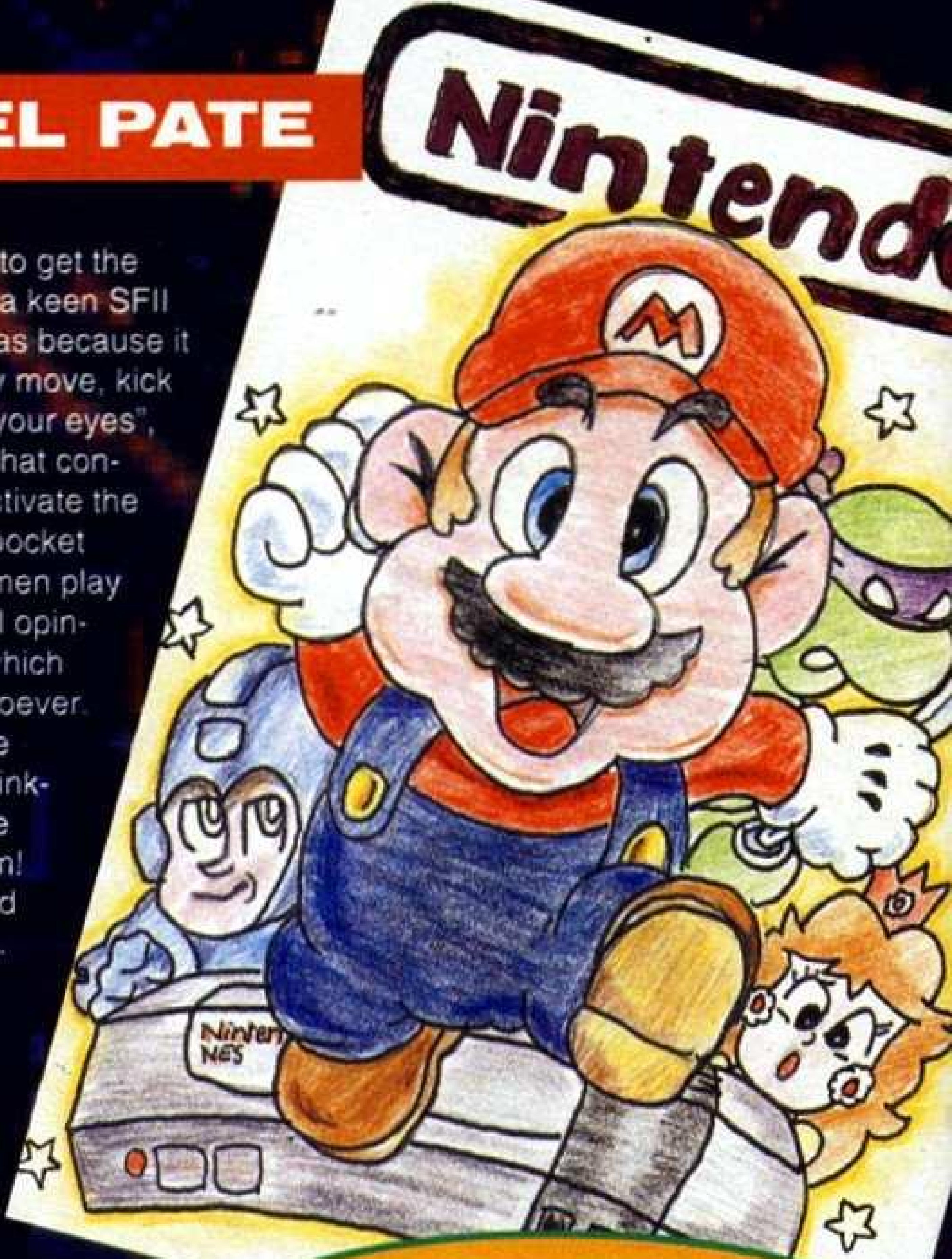
MACKEREL PATE

Dear SEAL

I recently bought issue three to get the Street Fighter video, as I am a keen SFII fan. The reason I bought it was because it said on the front cover "Every move, kick and punch explained before your eyes", which, I presumed told you what controls to press to activate to activate the special moves. I paid all my pocket money to view two retarded men play a full game and give personal opinions on each player in turn, which held no interest for me whatsoever. Come on NMS, surely you've conned a lot of people into thinking they could finish the game with any character no problem! Also may I ask for a full refund or a SFII special moves book.

Chris Milbourne, Newcastle-Upon-Tyne

SEAL:If you had any intelligence and perused your Streetfighter II instruction manual, you'd soon find out how to do all the special moves. The rest of the moves are quickly learned by playing the game, and to be honest you'd have to be a bit of a rock salmon to have to have those explained to you. The video was all about which combination moves worked best and how to use them to their best advantage and become a master. If that's too much for you I suggest you take up something more suited to your abilities, like harpoon spotting in the Arctic Circle.



The wacky world of Nintendo as visualised by the King of Soul, James Brown.

HALIBUT SAUCE

Dear SEAL

First I would like to say that I couldn't believe my eyes when I saw the British version of SFII. It was appalling compared to its Japanese counterpart. The picture only fills half the screen, whereas the Japanese version doesn't leave any space. Another thing is the price. I bet a lot of people waited for the official version to become available believing it would be priced at around £50, only to find out it was actually £65 - it's a disgrace. If I owned a UK Super NES I would buy a convertor and a Japanese copy. It's got a better picture and it's not as slow.

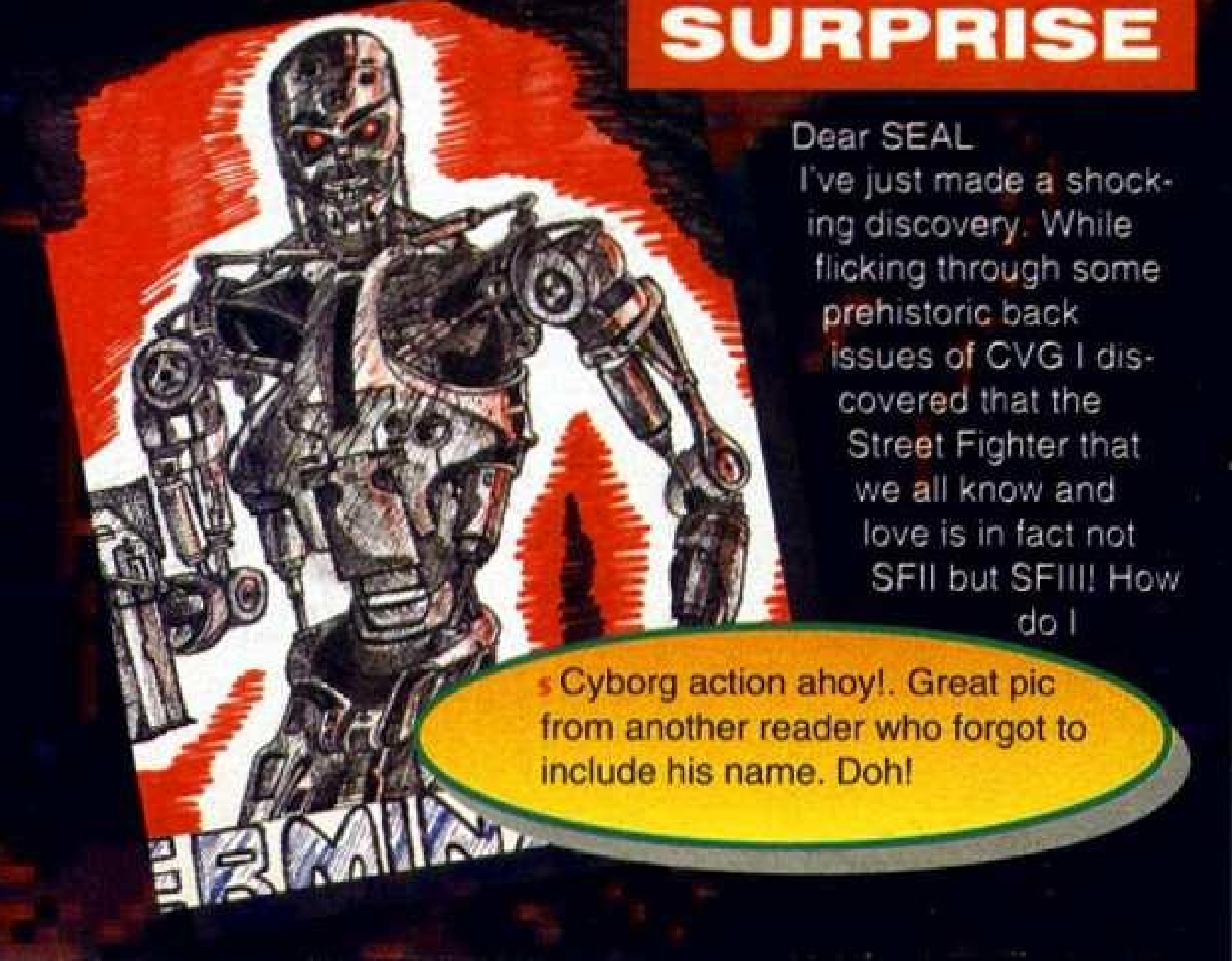
Thomas Elliot, St George, Bristol

SEAL:Ah, you are forgetting something rather important! When you play Japanese games on a British machine, they are just as slow as their official counterparts. The only way you can play games at Japanese speed is by playing them on a Japanese SCART machine.

DOVER SOLE SURPRISE

Dear SEAL

I've just made a shocking discovery. While flicking through some prehistoric back issues of CVG I discovered that the Street Fighter that we all know and love is in fact not SFII but SFIII! How do I



Cyborg action ahoy!. Great pic from another reader who forgot to include his name. Doh!

explain this you may be wondering. Well, do you remember a game called 'Human Killing Machine', subtitled Street Fighter II? This ancient relic never actually made it to the arcades but was released on the 8-Bits of the time by US Gold. What a discovery eh! By the way, on your video you showed Guile's four-hit combo. How the heck do you do the Sonic Boom so quickly after the mid-punch? Apart from that your mag is brill, a lot better than the rest.
Daryl Roughley, Old Colwyn, Clwyd
SEAL:Ah! Human Killing Machine was never really a Streetfighter game - it was just based around the same principles, so doesn't really count. Regarding your combo question, Jazza's rather unhelpful answer was "What you've just witnessed is the power of the master."

COD AND CHIPS

Dear SEAL
You had a letter in NMS issue two about having female reviewing staff. Well, I am not female, but I would like to know how to become an NMS reviewer. What can I do? What qualifications do I need?
Stuart Brett, Lowestoft, Suffolk
SEAL:First and foremost, good writing skills are required. Take subjects like English and history which encourage writing and read plenty of books. Once you think you're proficient, write a sample review, send it off to a variety of magazines and keep on pestering them until you get a break. It's hard work, but if you're dedicated and have the talent, you'll get a job in the end.

TUNA SANDWICH

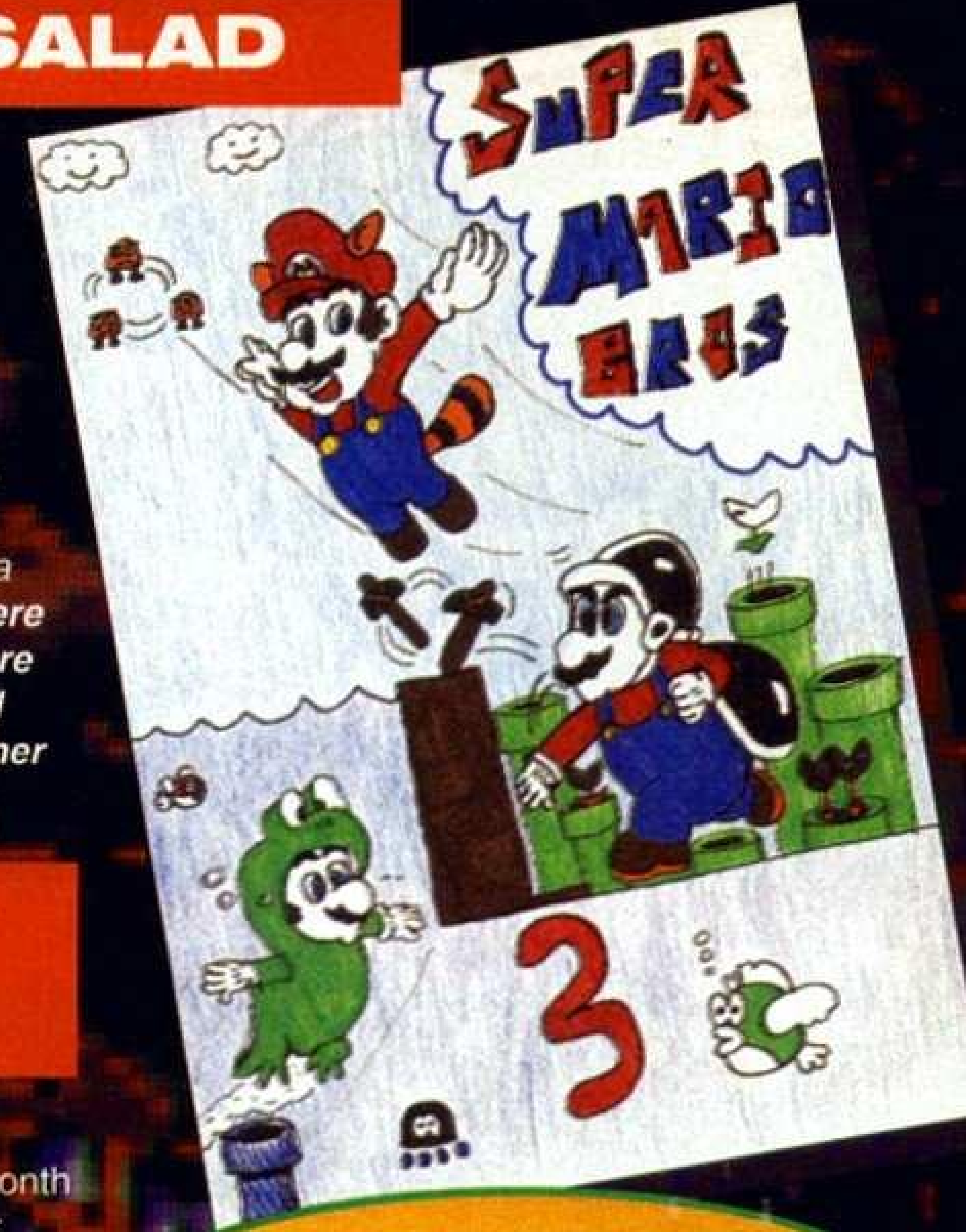
Dear SEAL
Congratulations on the rather chatty video, although someone was obviously squeezing you in a rather nasty place at the time (or do Jaz and Gaz always speak like that?). However you didn't explain how to do any of the moves - eg Guile's instant Sonic Boom - and isn't £2 a bit much for twenty minutes of tape? Moving swiftly on, do you know why Nintendo are selling Super Ghouls 'n' Ghosts themselves? All other Capcom games (released by Capcom) are £50 but Super Ghouls n Ghosts is only £40. Have Capcom one bust in Britain and, if so, will their previous games now become cheaper? Also if, as you claim, you are not affected by Bandai can you explain the sudden lack of mail order adverts? I think not! Finally if, or indeed when, you print this letter, make sure you print my fabulously Polish name this time as no-one believed I had appeared in the pages of this divine parchment when you left it out last time. Doh!
Steven Dolecki, Ruislip
SEAL:We only had a limited amount of time (it was 30 minutes, and not 20) and Jaz and Gaz tried to squeeze in everything they could, so obviously things were missed out. Still, I think they covered plenty, and all the moves can be done with practice - just study the video using a freezeframe. Regarding mail order adverts - because we're such a quality mag, our advertising rates are too high for them, so they go to cheap 'n' nasty magazines that offer them cheap 'n' nasty deals.

SHRIMP SALAD

Dear SEAL
I own a little silverfish with a lovely singing voice. In your mind, you picture my silverfish, but you don't know him at all, oh no! And you never will either.
PS Is Super Snail Hatch coming out for the Super CD?
Mr Rusty, Warmington-on-Sea
SEAL:And to think, trees were felled, human resources were used, energy was expended and money was paid to bother me with this drivel.

CRAB ROLL

Dear SEAL
I read your magazine every month and wait with baited breath for every issue to arrive on the shelves, however I must say that things are getting a bit out of hand with the cover mounted gifts. Not that I object to a video of Street Fighter II or, indeed, anything else that is of interest to video gamers like myself, but a free gift should be exactly that: a free gift. I mean, what comes next? The full set of volumes of the encyclopaedia Brittanica free with NMS for only £100? As both of my machines are Nintendo, a Gameboy and an NES, I didn't object to the magazine splitting but, since then, I've had to fork out twice as much for both mags, I still buy Mean Machines Sega to see what's good on the other side, and both are charging £4. Come on! I'm sure that many readers are going to be put off if this carries on and will probably give up buying one or the other if not both in favour of buying some other mags. I don't want to but then I can't go on justifying paying for something that, in the end, I might not want. Thanks for your time anyway and I hope you can sort something out.
Karl Harvey, Castleton
SEAL:We don't advertise that the videos are free - they are a gift that comes part and parcel of the magazine. Do you realise that it cost us over £250,000 to make the video - that's why we can't give it away. £4 for a video is as high as we'll ever go, and from now on you'll see far less expensive gifts on the front of each magazine - the videos were really a special thing!



Super Mario Bros 3 in glorious technicolour from a talented but nameless person. Who are you?

PLAICE SUPREME

Dear SEAL
People seem to think that sonic is better than Mario but I think Mario 1 is better than sonic II because I just bought Mario 1 and sonic II and sonic II is completely crap. the spit screen part is completely crap and but I think Mario 1 is better than sonic II. There I have finished and you can now insult me.
David McDowel. Manchester.
SEAL:There's no point. No matter what I said, it would be way beyond your intellectual capabilities.

OYSTER DESSERT WITH LOBSTER PATE

Dear SEAL
My friends and I were wondering if you were really any good at games, because you seemed to know nothing at all about Street Fighter on that video and we were wondering if my friends and I could come in and challenge you to some games. If we win we could have your job and then everyone would be happy and we'd all be rich. What do you think then?
Alan Williams. Birmingham
SEAL:Watch out for the NMS Challenge - where we'll be giving the chance for readers to come in and test their mettle against the team. Until then, you'll just have to stay left out...

DOAGH=DOH!

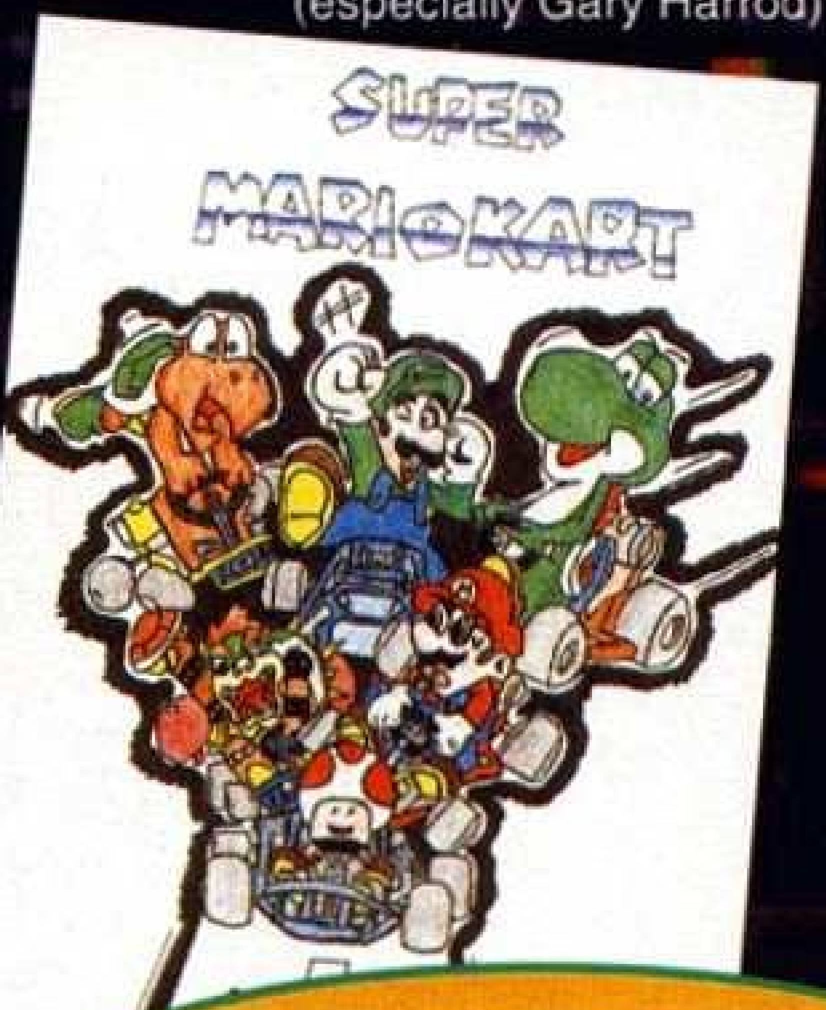
Yo SEAL!
Instead of slagging off Wrexham (for a change) you should slag off Doagh. It would be nice to see Doagh mentioned in a magazine.Here is why you should change to slagging Doagh.
For a start it is small and cack like a Gamemate. It only has eight shops and three of those sell groceries. Basically, it's as much fun as being locked in a room and being forced to play Road Fighter while listening to NKOTB albums.Please take the mick out of Doagh on a regular basis or I will hire wee Jock Poo Pong McPlop the Aberdeen toilet cleaner to come round to your house and fart in your pet goldfish's face, you flatulent git.
:David Hall, Doagh, NI

SEAL:You know, it's sad that you want us to slag off your home town when you lend yourself so perfectly to being the son of that bloke who presented It's A Knock-Out all those years back...

SF2 FOR THE EMBRYONIC

Dear SEAL
First of all I would very much like to thank you lot at NMS for the mega-funky free gifts. Secondly, as you are all brilliant at Street Fighter 2 (especially Gary Harrod), I would like to know how to get some of the special moves like the Cyclone Punch, Yoga Fire, Spinning bird kick, etc. I really like Street Fighter 2, but I'm just not to good at it. Please help as I'm getting annoyed with the game now!
Philip Ward,Kingsthorpe

SEAL:Here's an easy way to perfect all those tricky moves: buy the game, open the box and carefully read the accompanying instruction book. Simple, really.



▲ Jersey's Simon Thomson is the man behind this excellent Super mario Kart pic.

PRICING PROBLEMS

Dear SEAL
I know many people feel annoyed at the general high price of console software in this country, but I feel Nintendo deserve an award for the level of cynicism sown in their pricing policy for the first official releases on the British Super Nintendo.
Even though the price of Sega games are unnecessarily high as well, with most releases you know roughly how much you are going to pay (normally £35 - £40). However, Nintendo seem supremely unconcerned about price stability and more concerned with deceptive price strategies. I know it's too much to expect a company like Nintendo to actually care about their customers, especially when they're easily exploitable teenagers, but how can they justify pricing their first releases (F-Zero, Super Tennis) at £40, the next batch (WWF, Castlevania) at £45 and now I've just discovered that Final Fight will cost me £50. I'm sorry, but I didn't realise that inflation rates were running quite that high. For goodness sake, £50 for a game which is several years old and can be picked up for a bargain price from most grey importers! yet people will pay it because of the guarantees which accompany official products.
The problem is that the control Nintendo exerts over its licensees means that there is no competitive pricing for software on a single machine. I'm sure Nintendo would claim that this is to ensure quality control, although judging from some of their past releases it seems more like a chance to charge ludicrously high prices. I read recently that parents in the U.S have begun civil action against Nintendo to prevent them monopolising the market and charging high prices. It's unlikely that anyone over here would have the resources to take on such a powerful company, but I hope that ripples such legal action will cause will prompt them to think about their pricing policy and stop ripping off the public.
David Read, Southampton

SEAL:Here at NMS we are also concerned about the unusual price of gaming - and recently the Office Of Fair Trading stepped in to see what's what. Obviously cartridges are dearer to buy as more development time and cost goes into their manufacture, but why they vary so much is beyond us. Obviously, something like Street Fighter II costs more because of the larger memory size, but hopefully 1993 will see the stability and lowering of game prices.

SAY CHEESE

Dear SEAL
I've got a Game Boy and 42 billion games, and I'll swap it for a slice of your Dairylea.
Ben Wilson,Ipswich

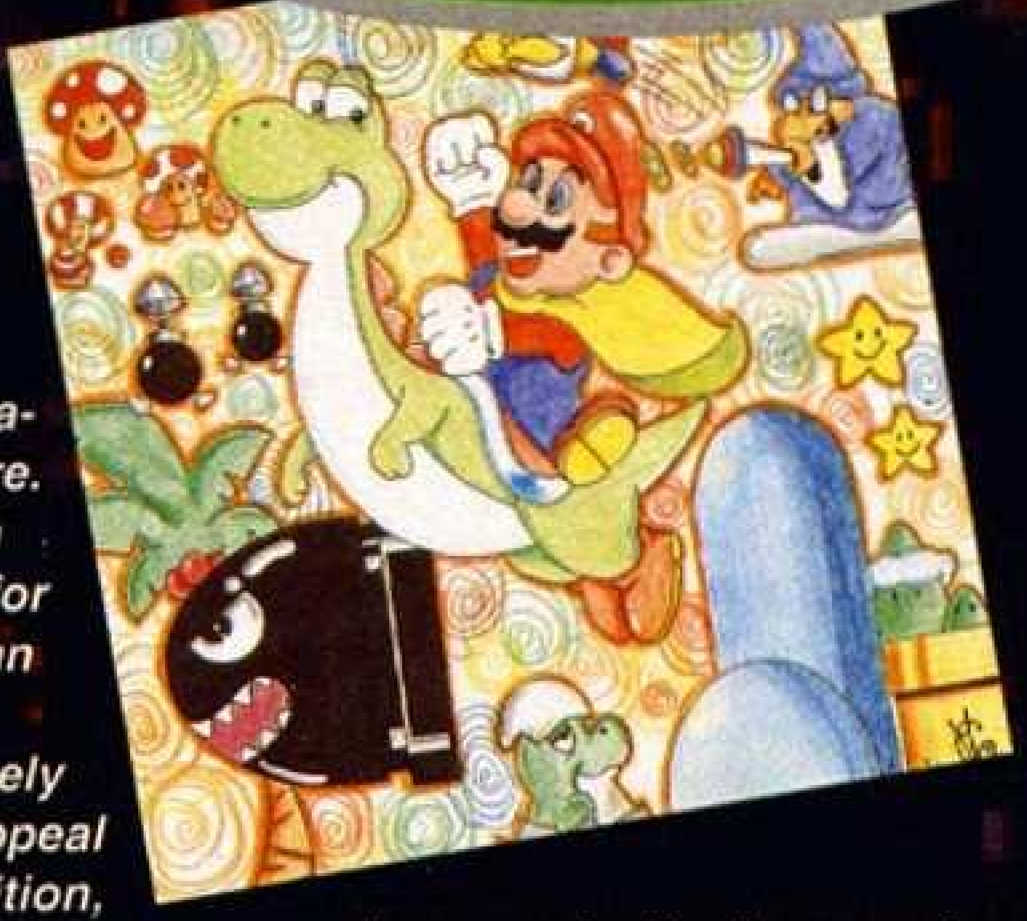
SEAL:OK, I'll just scrape some up for you now...

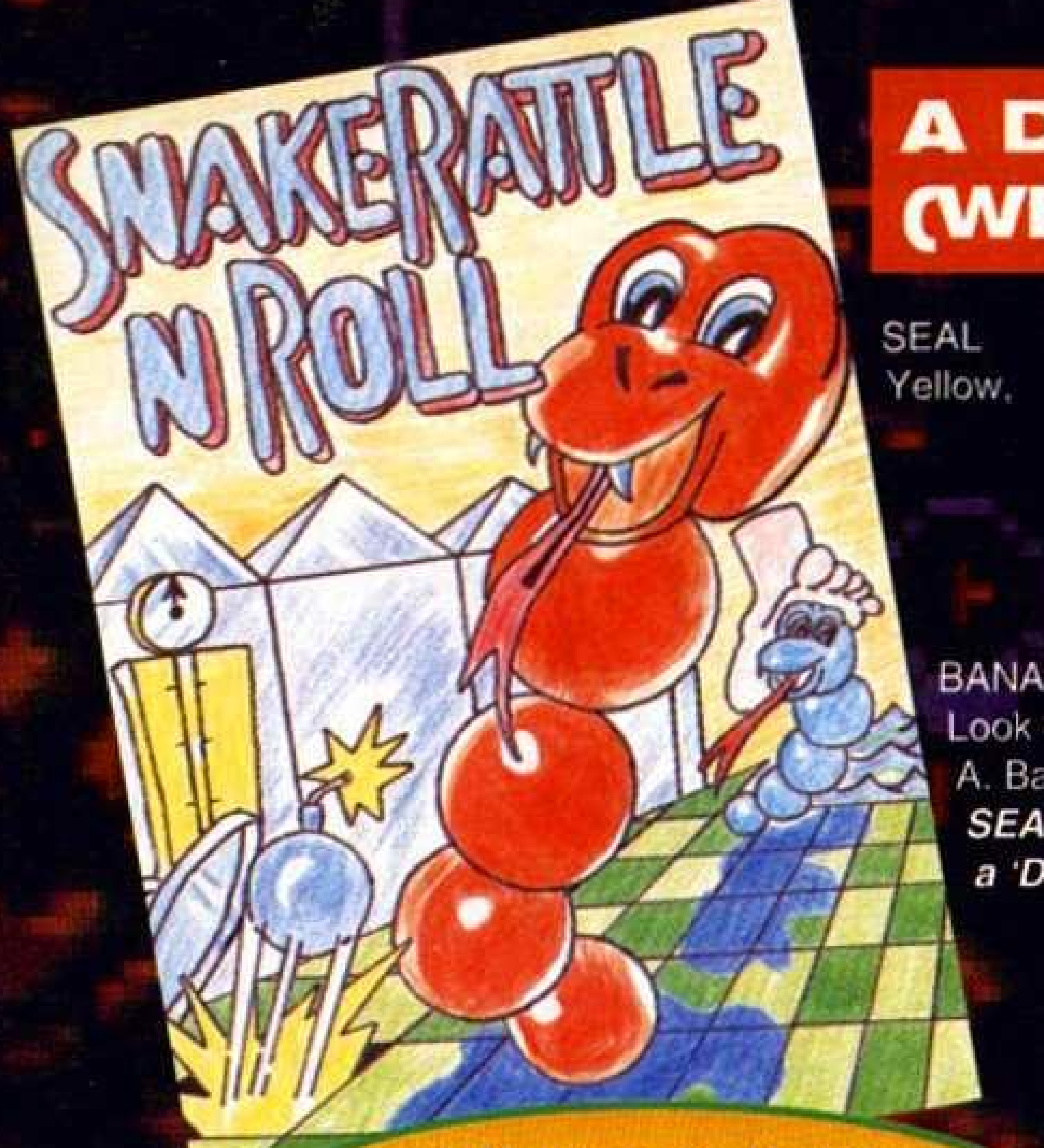
NOBODYS PERFECT

Dear SEAL
I am writing to criticise your review percentages because I think they are far too high. For a game to get 100%, it should be perfect in that you play on it from dawn until 12.30 for the rest of your life or until the screen explodes or you go blind.
You may say 100% means the maximum capability of the machine, but every game has a flaw. You've never given a game 100% but three games have got 98%. I have all these games. I find that Mario 3 and Mario 4 can be very frustrating when you can't do a level, and get killed at the same point every time. I completed Mario 4 on my second evening of playing, and after a few weeks I couldn't be bothered playing it or trying to find any hidden levels.
I must admit, Street Fighter 2 is brilliant, but it's hard to do the moves because you forget the combinations of buttons and you stick to the same basic moves. I would give Mario 3 91%, Mario 4 83% and Street Fighter 2 92%. A game you give 85% to should get around 70% and the whole scale should be moved downwards.There are so many megagames you say deserve a place in your collection that it is impossible to buy them all unless you get £100 a month, which is pretty unlikely. If all games which got 95% were megagames it would be a lot easier.
Nick Newton,Winterslow

SEAL:You've contradicted yourself there. You say you want a game that will last for ages, and then moan because you could stuck in Mario - surely that's the lasting appeal you're after! In addition, perseverance with Street Fighter II reap massive rewards and the special moves soon become instinctive - again another vote for its lasting appeal.

▼ Unfortunately, the person responsible for this gaudy Mario effort didn't include their name!





▲ A. Nonymous sent in this Snake, Rattle and Roll effort - it makes a change from Mario pics!

A DINLO WRITES (WELL, TRIES TO)

SEAL
Yellow,
Bendy,
Long,
Thin,
Slippery,

BANANA!!!!
Look out , it's behind you!
A. Banana, Bananaland, Custard Pie World.
SEAL:Give me an 'S', give me an 'A', give me a 'D'. What have you got...

MORE SAD RANTINGS

Dear SEAL
I own a ZX81, but people think my ZX81 is crap compared to the Super NES pleez corect them.
Simon Hilton, Isle of Man.
PS. ZX81 rules OK.
SEAL:Oh yes, Simon, of course it is, now get back to chewing those buttons on your walls.

GET A LIFE

Dear SEAL
Before I start my letter I would just like to complement you on your lush sense of humour. Now, on to the real reason I've written to your cool magazine. For a while now I've been wanting to express my views on consoles. The thing that really annoys me is the type of pathetic, whining, crying game addicts out there. I am talking about the type of people who have nothing better to do every minute of the day than to sit and vegetate in a chair in front of a telly playing their favourite games for hour upon end. Do you agree with me?
Not many will agree with my my views and that is probably because there are so many of the mindless, slobbering, half-witted prats out there. Don't they realise how anti-social and stupid they're being? Their schoolwork will suffer as well. Why don't they go out or get a girlfriend or something. I myself happen to own a Super NES. I once used to be like this and believe me it doesn't pay off. I also hate the way that people are always going on about which computer is best. Don't they realise that something better is always going to come out. Please print this letter, as I think it is necessary that people sit up and realise what they are doing to themselves.
S. Evans,Redbridge, Essex
SEAL:Yes, but to the other extreme, the Super NES was built for two-player games and offers a brilliant way of passing an evening with mates. It's obvious you subscribe to the 'games player = anorak wearing saddo' beliefs which is about as true as saying 'nelly is a pink elephant, therefore all elephants are pink.' And if someone does want to spend their time in front of their Super NES all day - so what? They're not hurting anybody. As my culled aunt used to 'it takes all sorts, dear boy.'

HO-HUM

Dear SEAL
I couldn't help noticing that a Mr Christopher Adam had written to you saying that computers aren't everything.Well, Mr Adam, I think you are jealous as you probably own an Atari VCS. Yes, I own a Super NES and am quite proud of it. I also don't think that you are grateful that humans are making such great machines. you also said that Dominik Diamond is not good at presenting Gamesmaster, Well listen here Mr Cadbury's cabbage(?), he's doing a better job than you could. What's the point of presenting a video games programme if the presenter doesn't like video games?
Kevin Lattham,Preston
SEAL:Feel better now. Gosh, isn't life full of challenges...

PLAYABILITY VS PROGRESS

Dear SEAL
1In reply to Rob Robinson and other nerds with the same views, I agree that playability IS the most important factor to think about when purchasing a console or game but with the power of consoles and games improving all the time, won't the playability still be there? I'm sick of hearing about how the Atari and other old games systems are vastly superior in terms of playability. What a load of crap! OK, so there were some decent games (my personal favourite being Bruce Lee) but could you imagine an Atari VCS coping with the speed and accuracy of Smash TV or Contra Spirits? Has it got through to you yet? No? OK, then what about Street Fighter 2 on the crappy old Grandstand console? Do you think it could cope with all the moves and players involved in making the Super NES version so good?
You will probably write in now and cry on about the how the older consoles had less memory to do such games, and that's fair, but I don't think that there's any console or computer game in the world that matches the Playability of those of the more powerful consoles, such as Sonic, Street Fighter 2 and Mario World. With about 99.9% of computer fans looking eagerly forward to the future, I'm afraid you'll be left behind playing on your sad early Eighties consoles.
:David Smith,Calverton, Nottingham
SEAL:Of course it's not fair to expect the Grandstand machine to handle Street Fighter II - there's over fifteen years between the two! In fact, your argument is about as fair as putting a World War II bomber up against a MiG29 in an aerial dogfight. Of course the VCS or the Intellivision can't compete with the Super NES - what did you expect? However, whereas the older consoles are dated, the games still prove as playable today. VCS classics, such as Q*Bert, Carnival, and Raiders Of The Lost Ark are still as addictive today, and with less memory to spend on graphics, the programmers HAD to make them as playable as possible. I bet you that there were less disgruntled VCS owners who felt they had wasted money on a game than someone who bought the graphically-stunning but completely dire Blazing Skies or Paperboy II.

WANTED
NOTE THE FEATURES:
CRAPSTUBBLE
HIDEOUS GRIN (CHECK OUT THE PEARLY WHITES)
CHEAP SHIRT WITH 2p LABEL STILL ON IT
GAZ HARROD
For having crap stubble, being a destitute pauper whose only friends are tramps, and owning an abacus that took his mum Ten years to save up for.
REWARD ?
PLUS

▲ This must have come from Gary's mum...

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NHS

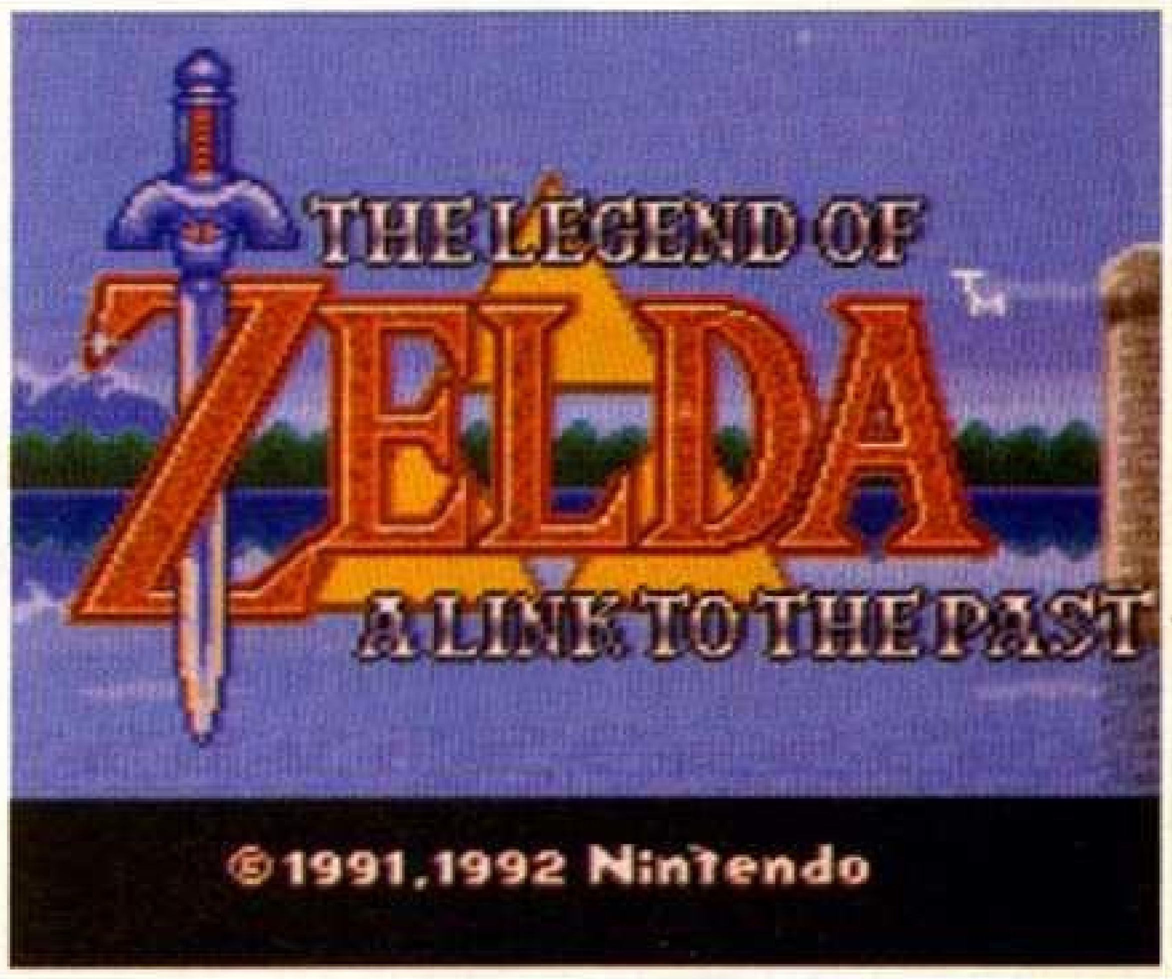
WELCOME!

Greetings, and welcome to the NHS. We may not have many beds, but by crikey have we got tips for you - and you do not have to wait years for them, either! So, peel yourself a grape and help yourself to some Milk Tray as we cure all your problems.

SUPER NINTENDO

THE LEGEND OF ZELDA **PART 2**

In the second part of our massive Zelda guide, we reveal the many objects Link may encounter on his travels. In addition to this, we also present a Q&A section where the most commonly-asked qustions are solved once and for all. It's the best guide going for one of the best Super NES games - and it's continued next month...


THE LEGEND OF
ZELDA
A LINK TO THE PAST
©1991,1992 Nintendo

TIPS AND TACTICS

With so many games available for the Super NES, NES and Game Boy, we've introduced a proper small tips section which offers help and advice on as many of the latest games as possible. This month, we unveil useful cheats for Spindizzy Worlds, Super Star Wars and that old fave, Contra (AKA Super Probotector) - just to keep owners of older games happy, too! Are we kind or what!

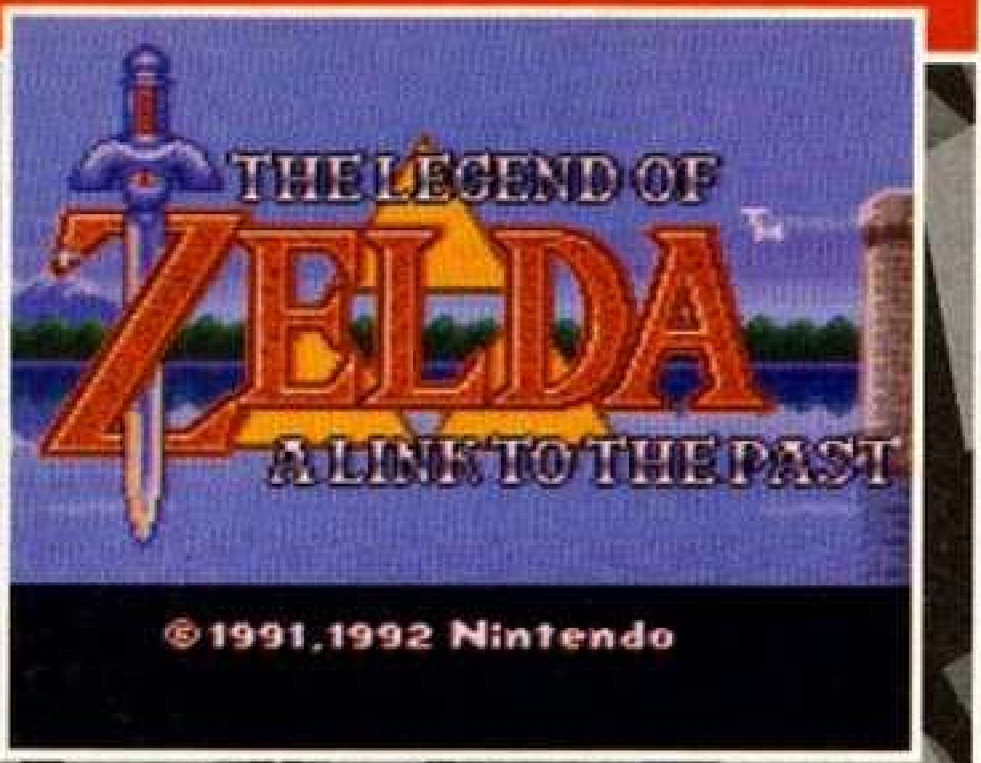
SUPER
STAR
WARS

SUPER NINTENDO

PARODIUS

Konami's weird shoot 'em up features more than its fair share of surprises. As well as end-of-level ballet dancers and fire-spewing parrots, there are countless weapons to collect and goodies to be had. We reveal what's what in the wacky world of Parodius, and give you everything you need to complete the game.

PARODIUS
パロディウスだ!
TM
— 神話からお笑いへ —
PLAY SELECT
▸1PLAYER
2PLAYERS
OPTION
OMAKE!
© 1992 KONAMI
ALL RIGHTS RESERVED.



This month we take another rummage through the vaults of Hyrule to uncover more helpful hints in your quest for the Tri-Force. Following last month's guide to some of the Light World's landmarks, we now delve into some of the less attractive aspects of the Kingdom - the evil forces lurking at the heart of the Old Fortresses. On a happier note, there's an old inventory of objects and our own question and answer session dealing with the trickiest puzzles in the game.

GENERAL INVENTORY

A list of all important objects in general use around Hyrule, and their locations:

LAMP

Found in Link's house, the lamp allows access to dark places. Whole rooms may be lit by using the lamp near torch holders.

SHIELD

There are three shields for Link to carry for protection. Two are found in the Light World:

1. Link is given a shield by his uncle. It protects him from frontal attack if he isn't lunging.

2. The Red Shield is a step up in protection. It can be bought from a merchant for 500 rupees. The third shield lies deep in the Dark World.

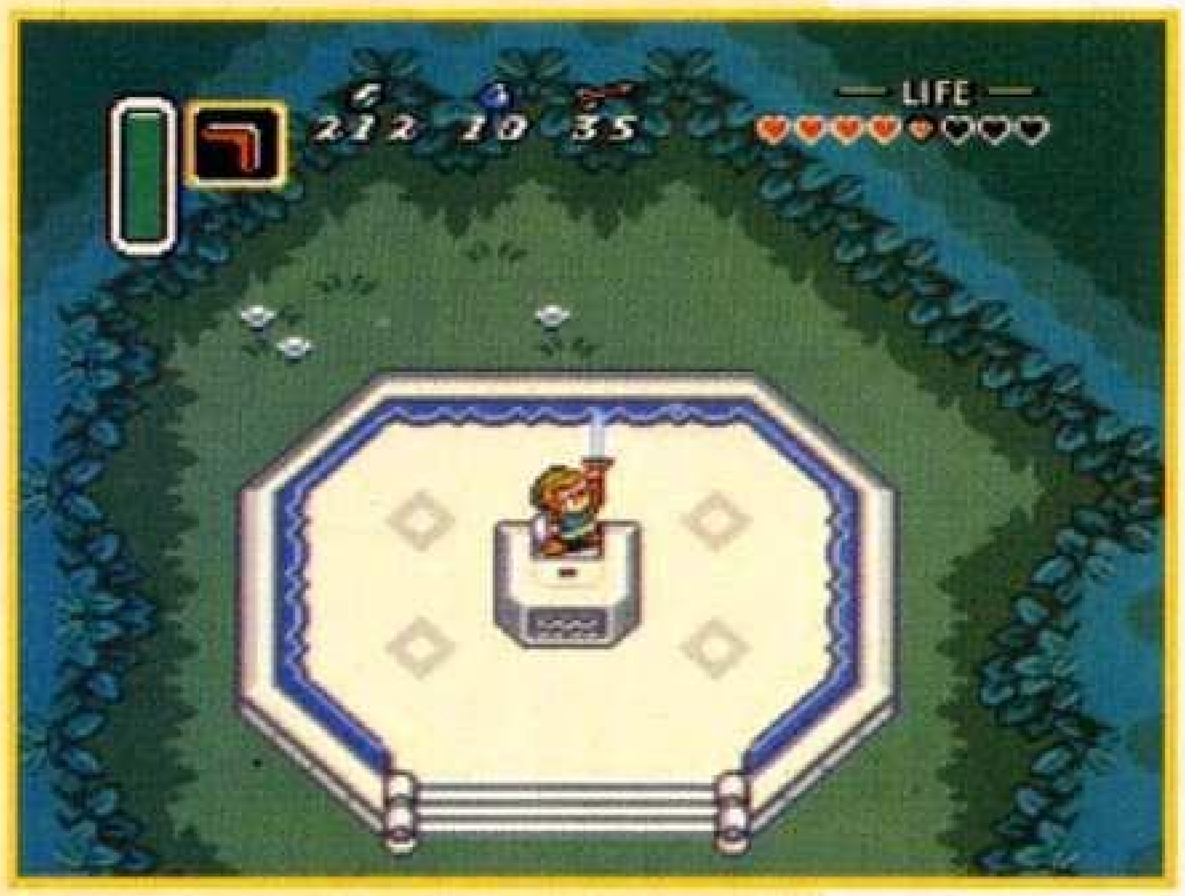
SWORD

There are four types of Sword used in our hero's quest. Three are found in the Light World:

1. The Fighter's Sword is given to Link by his uncle. The special spin attack increases its power.

2. The Master Sword lies in a stone in the far north of the Dark Woods. Recovering it requires the three pendants. The Master Sword is needed to fight the foes of the Dark World.

3. The Tempered Sword is gained by Link from the Blacksmith. He does the job as a favour for recovering his pal from the Dark World. Locate him in the southern end of the Village of Outcasts. The secret of the final sword lies in the Pyramid of Power in the Dark World.



BOW

Found in the big chest of the Eastern Palace. Arrows for it may be bought, found in pots, or taken from defeated enemies.

BOTTLES

Put faeries, potions and bees into glass bottles. There are four to be found:

1. From the merchant in the village.

2. From the chest in the Inn at the village.

3. From the Lazy Guy, who lies dozing under the bridge. Find him by swimming up river. The fourth bottle is found is the Dark World.

BOOMERANG

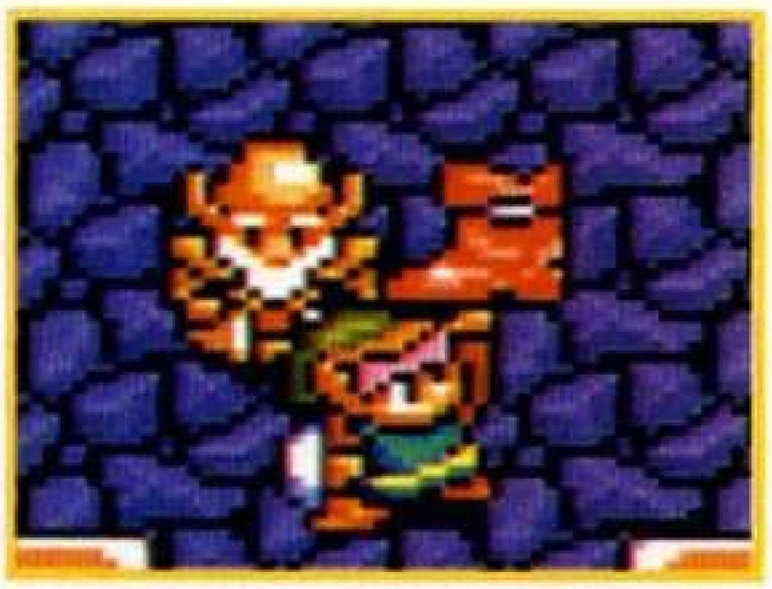
Found in the big chest of the Eastern Palace. Arrows for it may be bought, found in pots, or taken from defeated enemies.

THE BUG NET

Found at the Sick Kid's house. Use to catch faeries and bees. Caught faeries should be put in bottles.

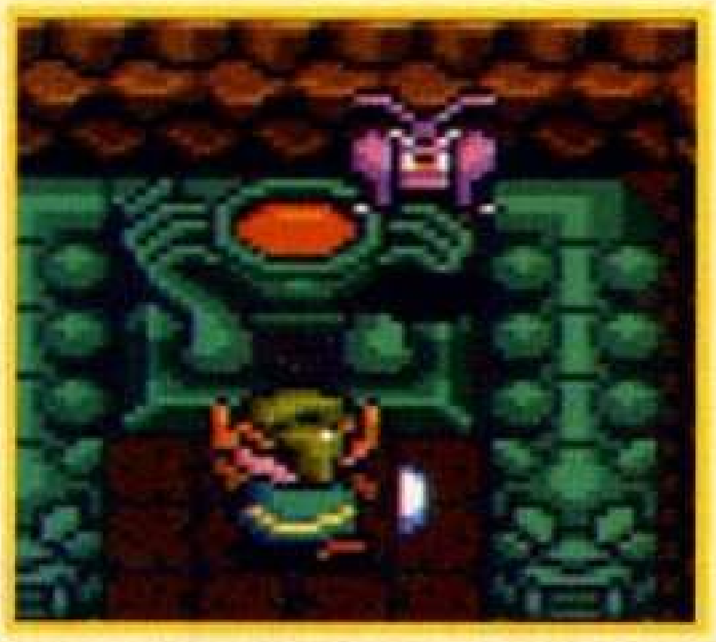
PEGASUS SHOES

Take these as a gift from Sahasrahla for getting the pendant of courage. By holding down the A button Link now has a new attack. The charge attack is also used to knock objects off shelves.



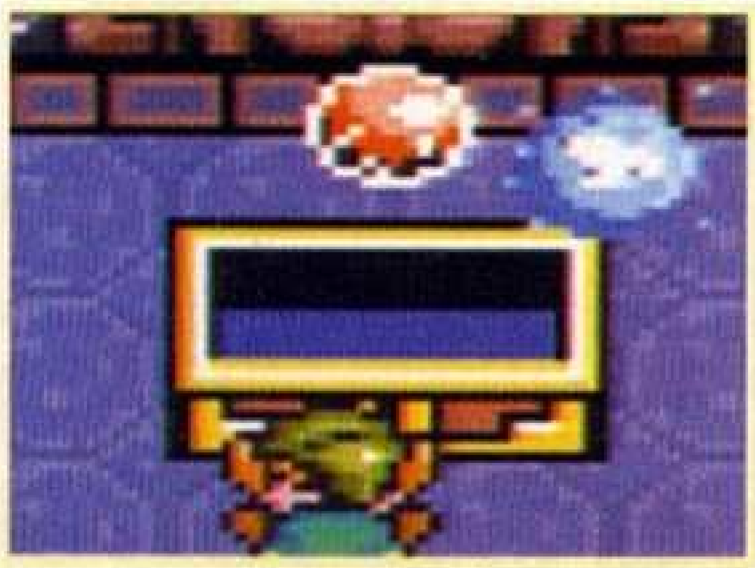
MAGIC POWDER

The Witch's gift has many secret uses, which are up to the player to discover. It's main purpose is to awaken the spirit which lives in the well near the Blacksmith's House. On discovering how to get down there, sprinkle the dust on the altar. As a reward Link's magic bar will deplete at half the normal rate in future.



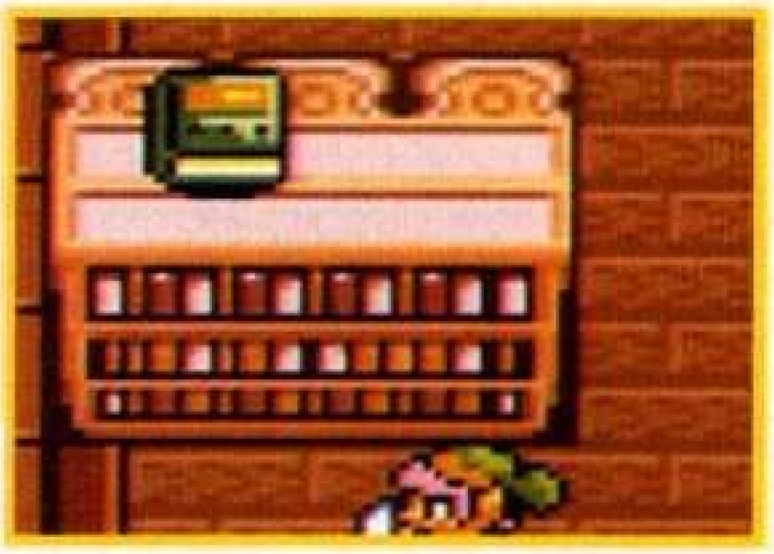
MOON PEARL

Found in the big chest of the Mountain Tower. The pearl is essential for moving in the Dark World as it stops our hero from turning into a fluffy bunny (which is a slight disadvantage).



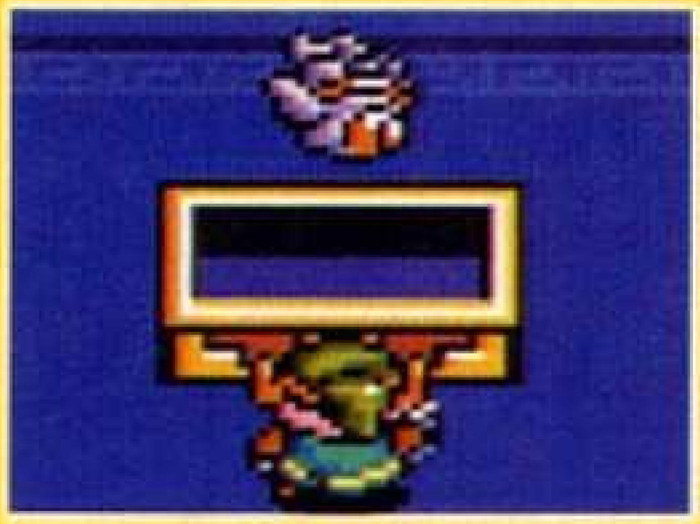
THE BOOK OF MUDORA

The library at the southern edge Kakariko village is the home of this ancient book. Its runes allow you to translate ancient inscriptions in several places: the door to the Desert Palace, the plinth of the Master Sword, and the Stone tablet of the Ether Medallion.



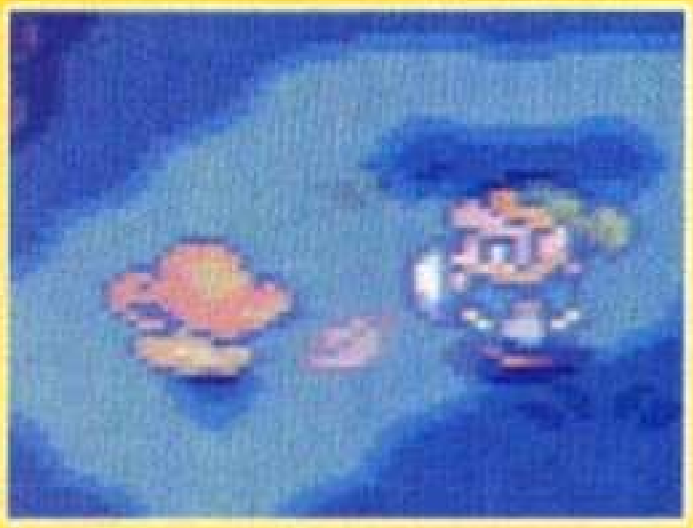
POWER GLOVE

This mitt confers powers of lifting far in excess of the average human. It's found in the Desert Palace. Whilst wearing it grey rocks of any size may be lifted.



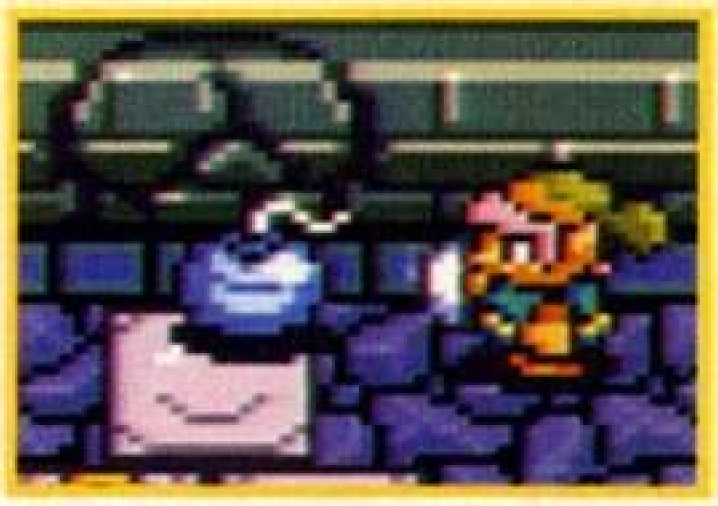
MAGIC MUSHROOM

A strange fungus, not to be eaten, but given to the Witch who lives on the way to the Waterfall of Zora. In return for this ingredient she will tell you to come back later for...



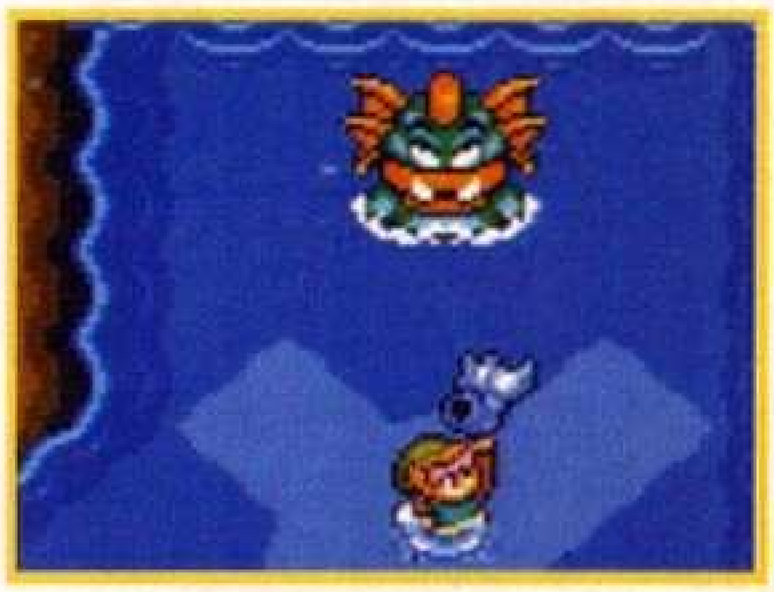
BOMBS

Bombs are found everywhere across the Light World, but the village is the easiest place to buy them. Placed next to weak walls (shown as cracks) they uncover entrances to hidden chambers.



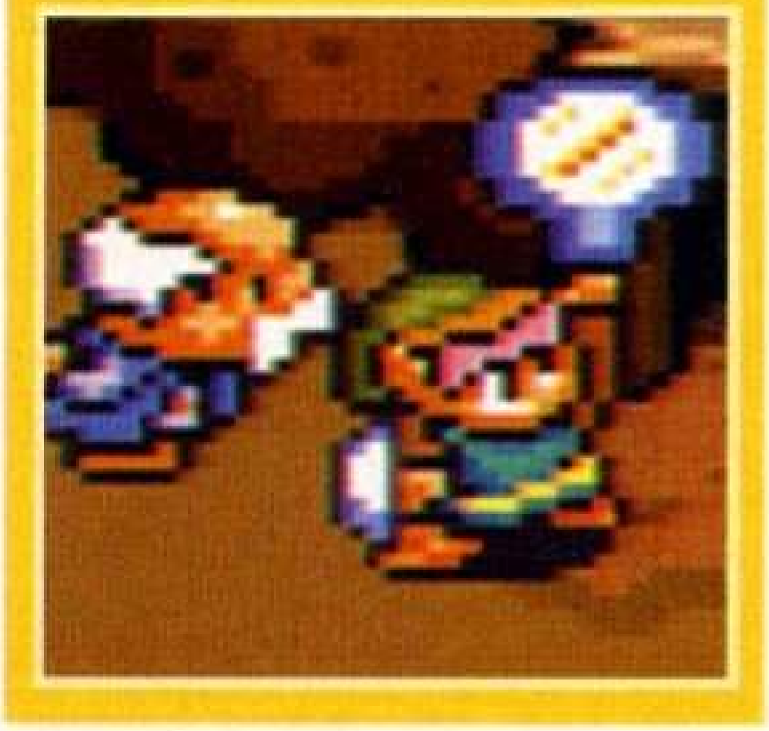
ZORA'S FLIPPERS

Zora is the water spirit and finding him involves quite a trek. Follow the path North along the river bank, heading past the Witch's house until you reach the waterfall. Walk through, and follow the shallow water path to the second waterfall. Zora emerges and demands a hefty fee for his flippers. So have plenty of Rupees. With your purchase you are able to swim in the deep water areas of Lake Hylia and use the whirlpool warps.



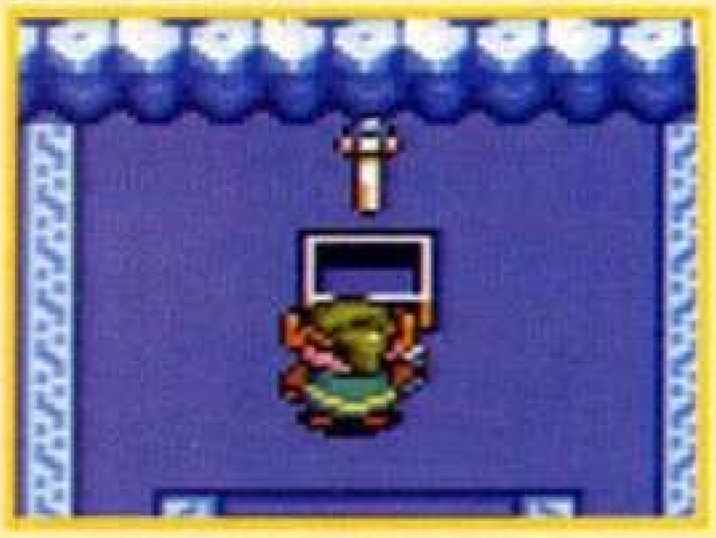
MAGIC MIRROR

The man lost in the Death Mountain tunnels gives our hero this; the most important object of the game. The mirror is your path from Dark to Light worlds. Travelling the opposite direction is trickier, and is only possible via the warp tiles. The other use of the mirror is to return to the entrance of a dungeon if you get stuck or want to escape quickly.



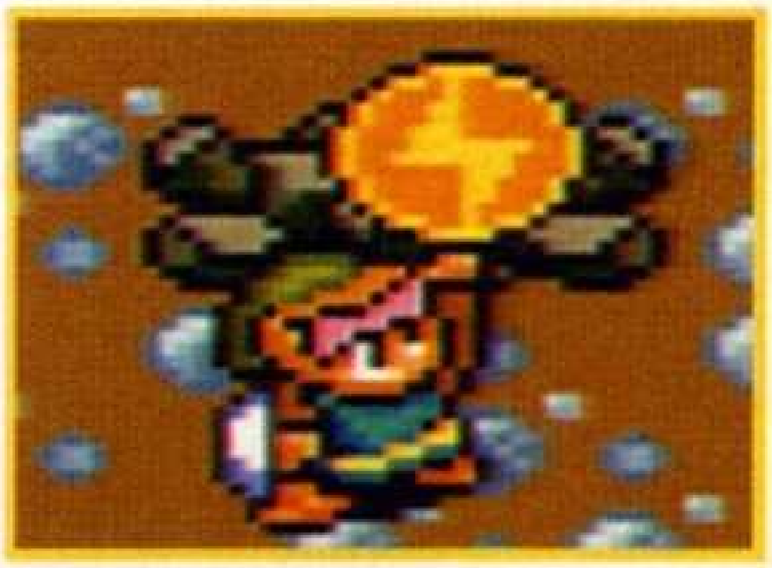
ICE ROD

The first magic rod is hidden in a cave on the East side of Lake Hylia. Possessing it means being able to freeze many creatures in their tracks. There is an opposite rod, using fire magic which lies in the Dark World.



MEDALLION

The power of this medallion is embedded within the tablet on top of Death Mountain. Find it by taking the bridge to the ledge outside the Tower. Link needs the Master Sword and the Book to read the incantation. Once granted he may invoke the medallion's power to freeze all the enemies in a chamber. The cost in magic energy is high.



FLUTE

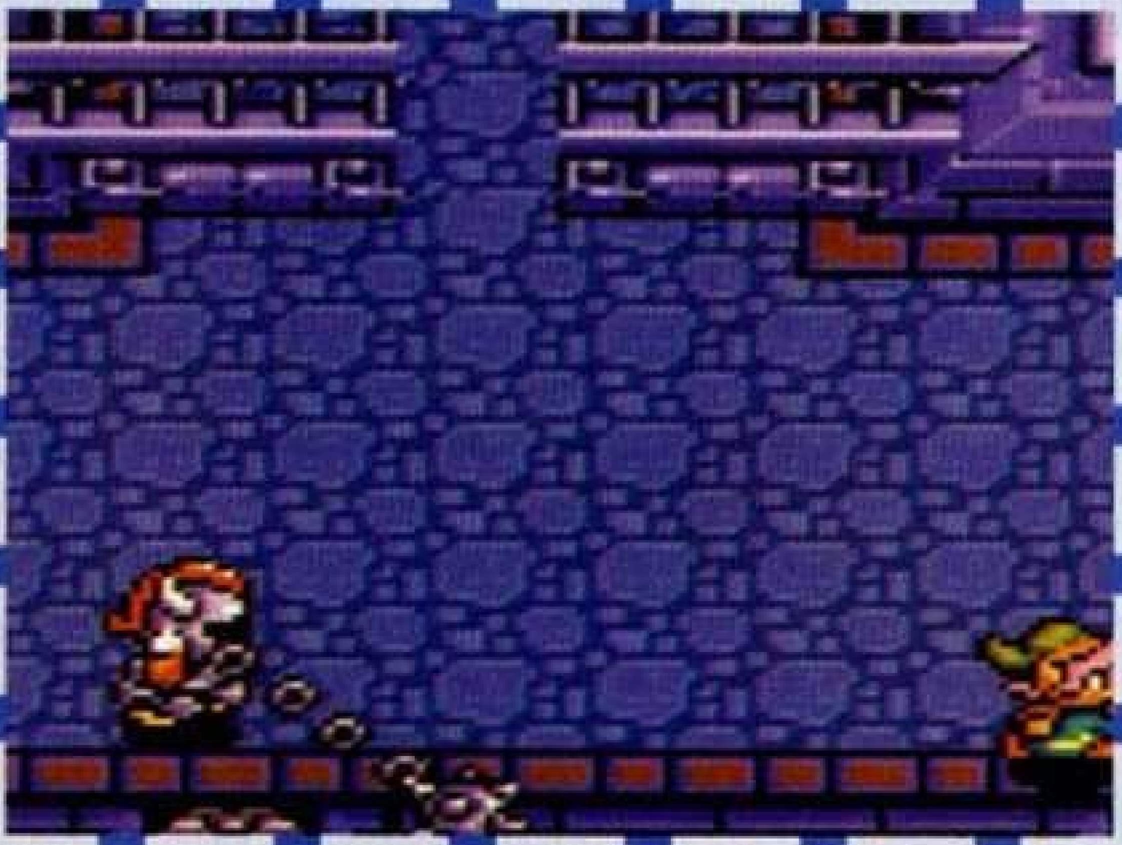
Getting this object requires a bit of work in the Dark World. However it is to be found in the Light World, hidden in the Haunted Grove, near where the boy pipes. The flute serves its purpose at the weather vane, when it releases a huge bird. Whenever the flute is used again, the bird is summoned to carry Link to locations dotted over the whole Light World.

THE BESTIARY CONTINUES

'Herein lies tales of monsters of the Light World, and their weaknesses perceived by adventurers of Hyrule. Mark well these cautionary tales.'

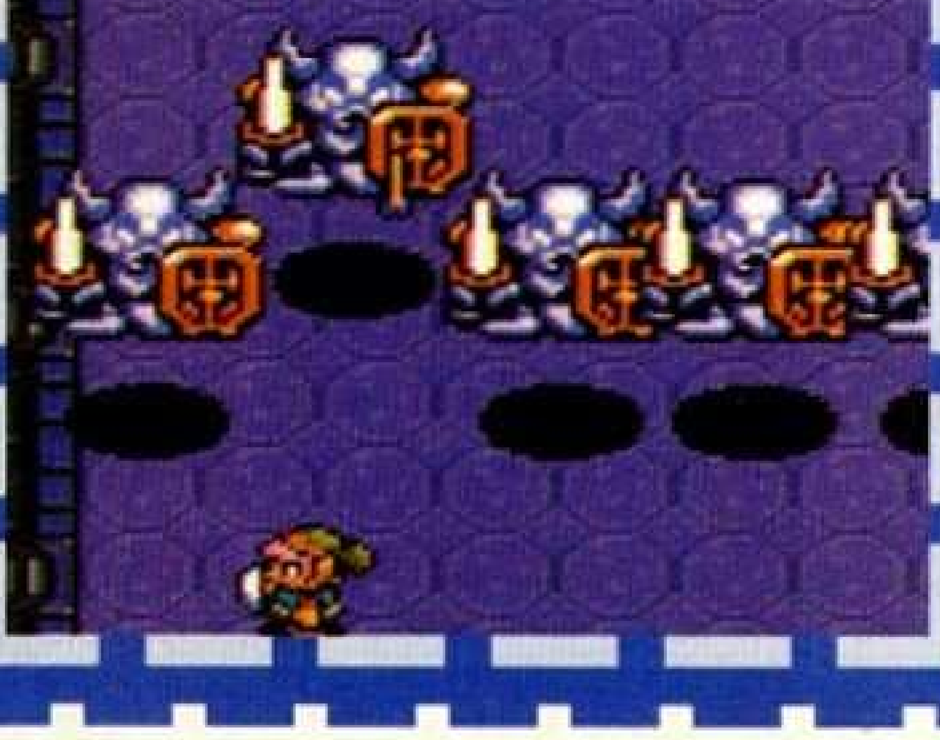
THE PALACE - THE BALL AND CHAIN TROOPER

The Gaoler is assigned to guard the most important prisoners. This he does with his ball and chain. The weapon is swung in a circle and extends beyond Link's sword reach. The best way to deal with The Gaoler is to stun him with boomerangs, before using a fully-powered spin attack immediately afterwards.

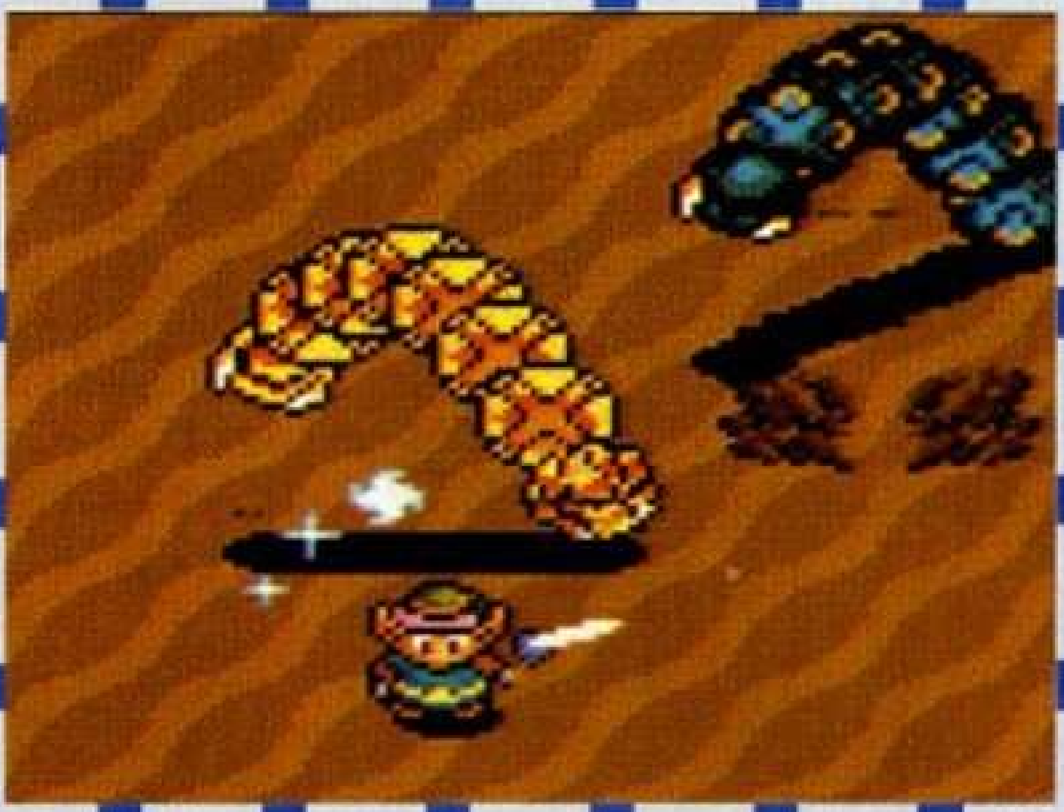


THE EASTERN PALACE - ARMOS KNIGHTS

A complement of Six Arnos Knights guard the first pendant. They move in drill formation, so learning their attack patterns is easy. First, they spread out and circle, so stay near the screen edge. Then they attack in a straight line. Concentrate Link's arrow fire on one as they approach. Take them out one by one as they repeat the pattern. To deal with the last knight, keep moving and be ready to use a spin attack.



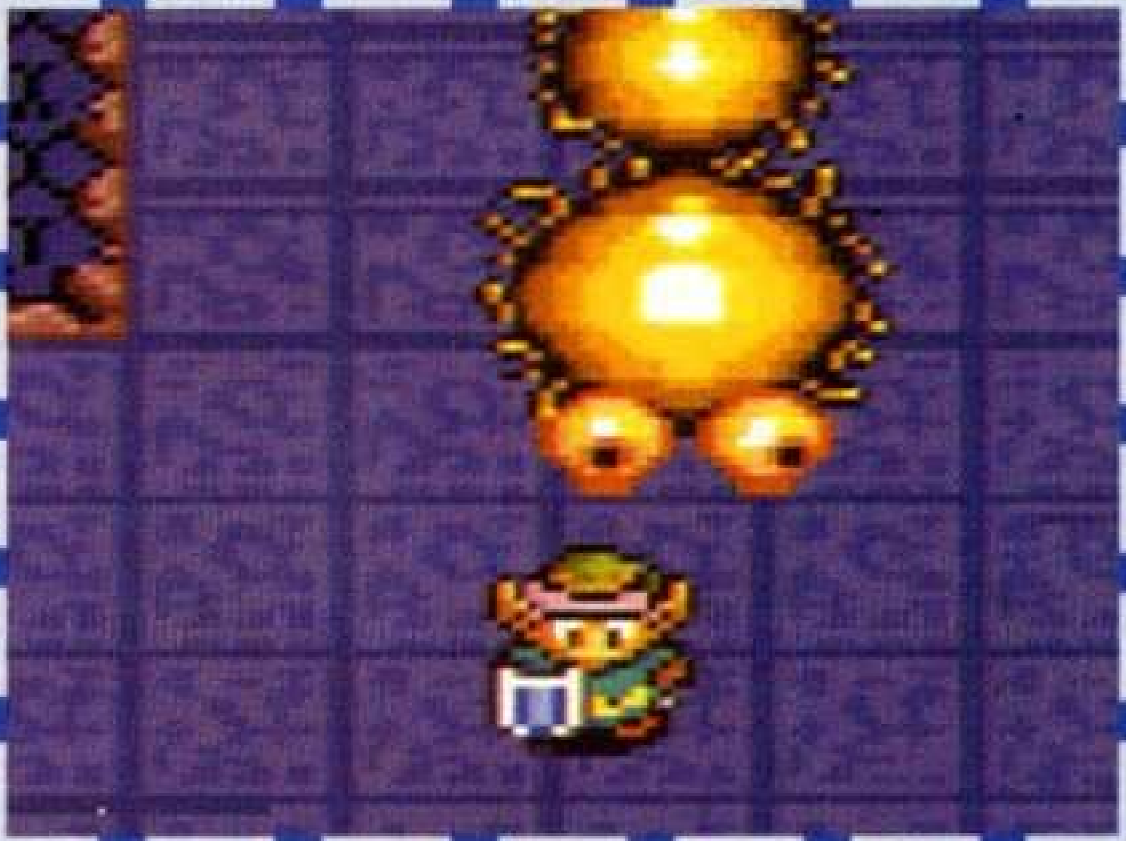
THE DESERT PALACE - LANMOLAS



The soft sand of the Western Desert affords perfect hiding places for the worm-like Lanmolas. Three of these lie in wait to ambush Link as he reaches for the pendant. Only the Lanmolas heads are vulnerable to your arrows and sword, the Spin attack being the best method of attack. As they burst through the ground they throw rocks in diagonal directions. The best advice is to stand clear in one of the four compass directions, and only attack as they are in mid-air. It may take longer to kill them, but patience reaps rewards.

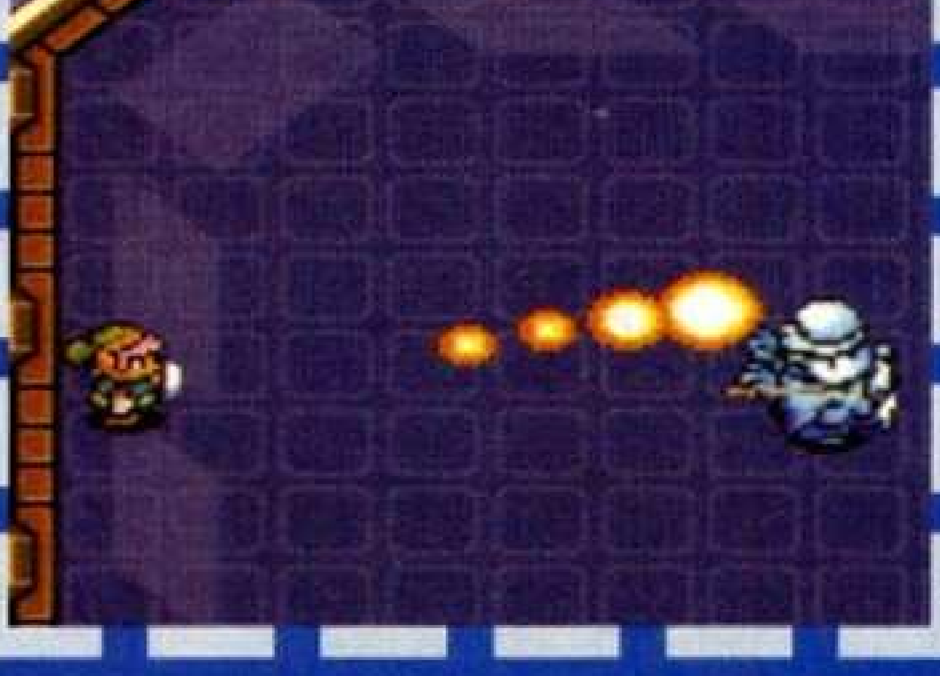
THE MOUNTAIN PALACE - MOLDRUM

This vast maggot monstrosity has made his home on a vast platform at the top of the imposing tower on Death Mountain. His main tactic is to shove Link off the slippery floor onto the level below. This slowly depletes our hero's energy. The best tactics are to use the Spin Attack on its tail (the only weak spot) bearing in mind Link travels backwards with the force. Also, follow him as much as possible, behind him is the safest position to be.



HYRULE CASTLE - AGAHNIM

Agahnim's magic makes him invulnerable to all powers except the Master Sword, and even then mere strokes are useless. On encountering him, position Link on the opposite side of the chamber, facing him. He should release an energy ball which should be deflected with a sword stroke. His own power eventually destroys him. The only time not to use this method is when he is standing at the top-middle of the chamber facing down. Then stand well clear, as he fires a huge Lightning Bolt down the centre of the room.



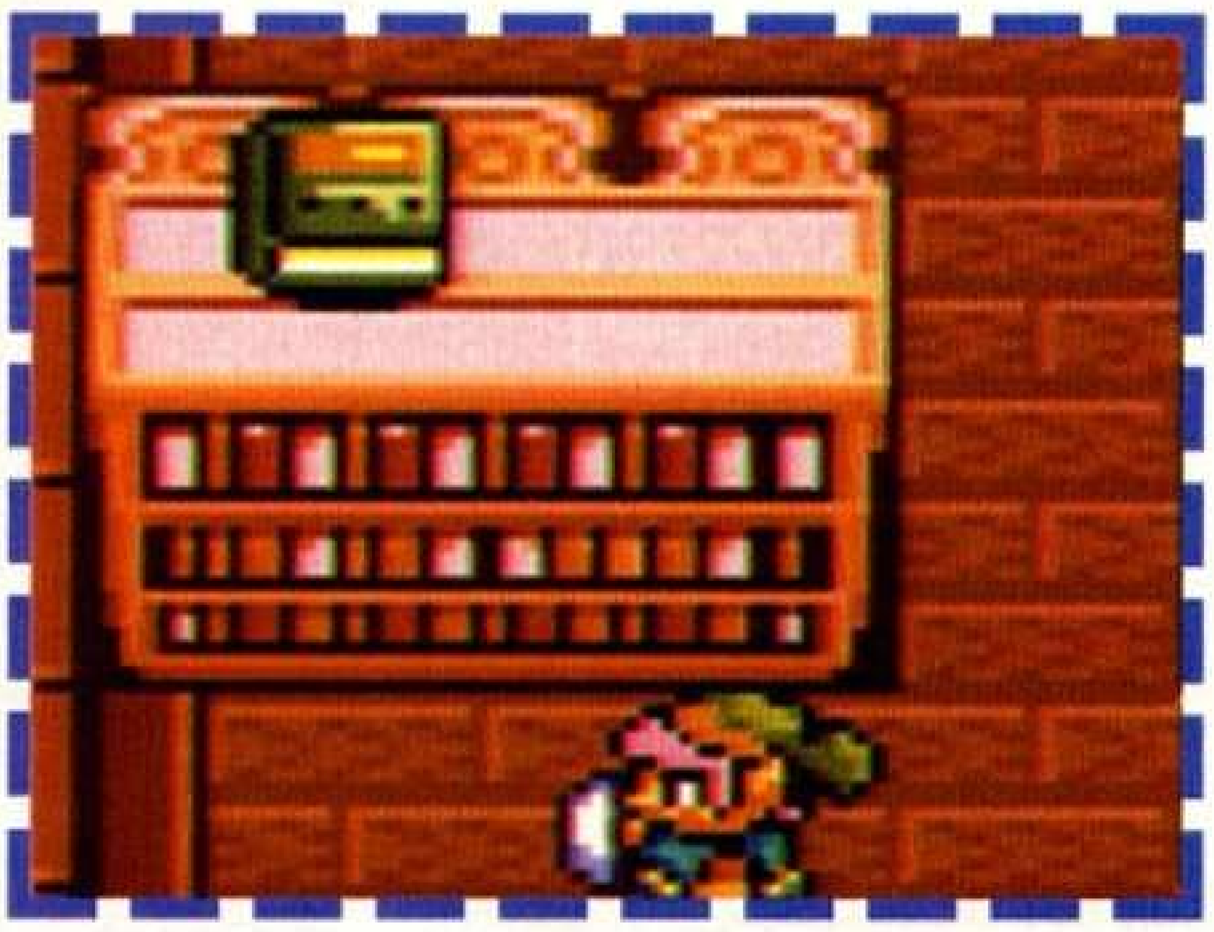
Here ends the Book of Monsters and the account of their powers related within.

ZELDA Q&A SESSION

By now, Link should be making progress in leaps and bounds, but everyone reaches a sticking point somewhere which requires a little advice. So that's why we've taken our heads out of the books to present the commonest questions, and the most relevant answers. So stop pulling your hair out now.

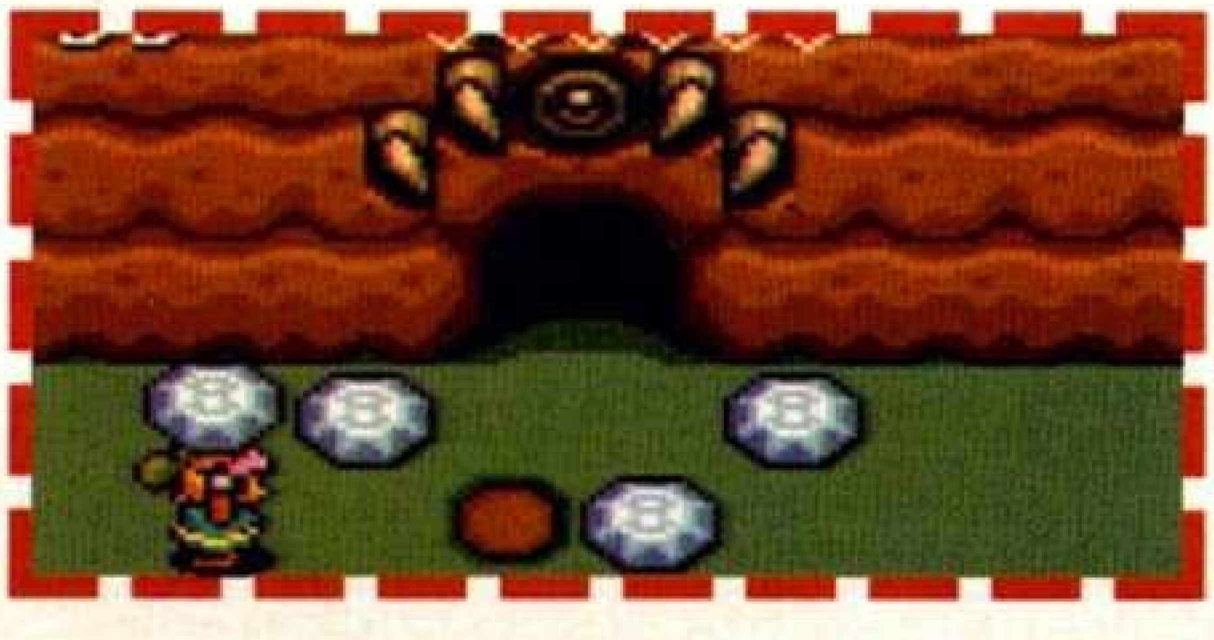
Q HOW DO I GET THE BOOK OF MUDORA?

Double Doh! This is simple stuff. First obtain the running boots from Sahasrahla after getting the first pendant. Enter the library and take a run at the bookcase upon which the Book rests. The impact knocks it loose. This tactic works again in the Desert Palace, where it dislodges a key.



Q I CAN'T FIND THE SECOND PENDANT!

The second pendant, in the Desert Palace, is found in the second part of the complex. To enter that part, find the Power Glove - which is located in the top-left chamber of the first floor of the palace. For that Link needs the big key found in the long chamber on the right-hand wing of the same floor. After getting the Glove, leave the palace by the exit in the bottom-left chamber of the palace, and walk upwards to the claw entrance, blocked by rocks. With the glove its possible to move these obstructions.



Q HOW DO I PASS THE DEAD-END IN THE DESERT PALACE?

The last chamber to the Desert Palace ends in a bare-wall with four unlit torches. This is changed by lighting each torch with Link's lamp, to activate a moving wall switch, which reveals the final door!

Q WHAT DOES THE MAN IN THE DESERT DO?

He doesn't serve a purpose until the box is retrieved from the Dark World. This is found in the location which corresponds to the Blacksmith's house in the Light World. Bring it back to this man, and get him to wake up by lifting his sign. Present the box and his thieving skills enables him to open it and present our on-screen alter ego with a bottle!

Q HOW DO I GET TO THE MOUNTAIN TOWER?

The tower is so near - yet so far! Reaching it means a trip to the Dark World. A warp tile is found on the top of the mountain, in the ring of stones. Now, as a rabbit walk to the left (don't worry, there's nothing to hurt you). Link should come to a rock formation that looks like a pair of spectacles in the Light World. In this dimension you may go slightly further north. If the mirror is used here, Link should find himself on top of the Spectacle Rock. Jump off the rock and get to the tower!

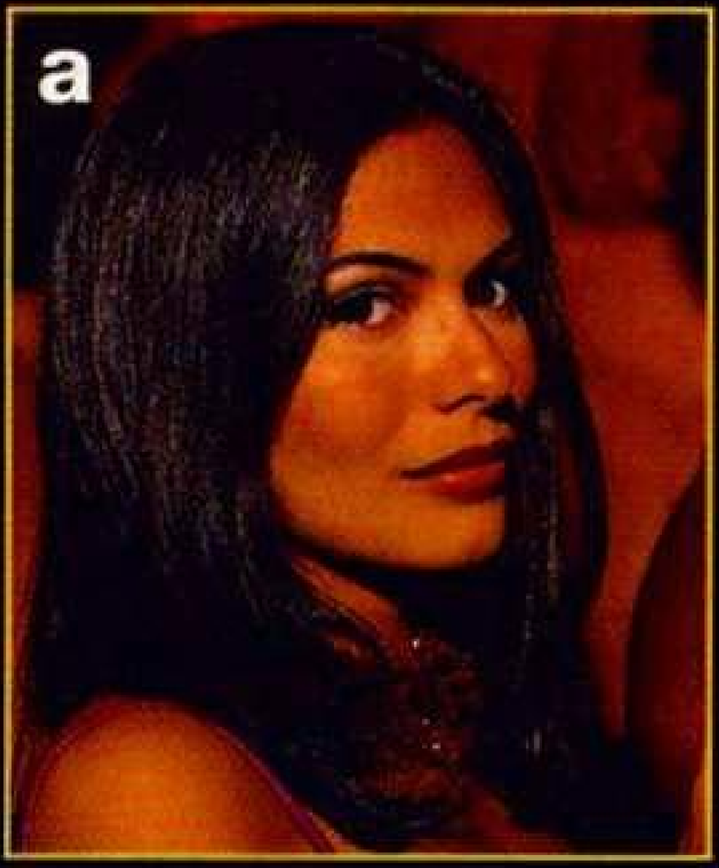
Q WHY AM I A RABBIT IN THE DARK WORLD?

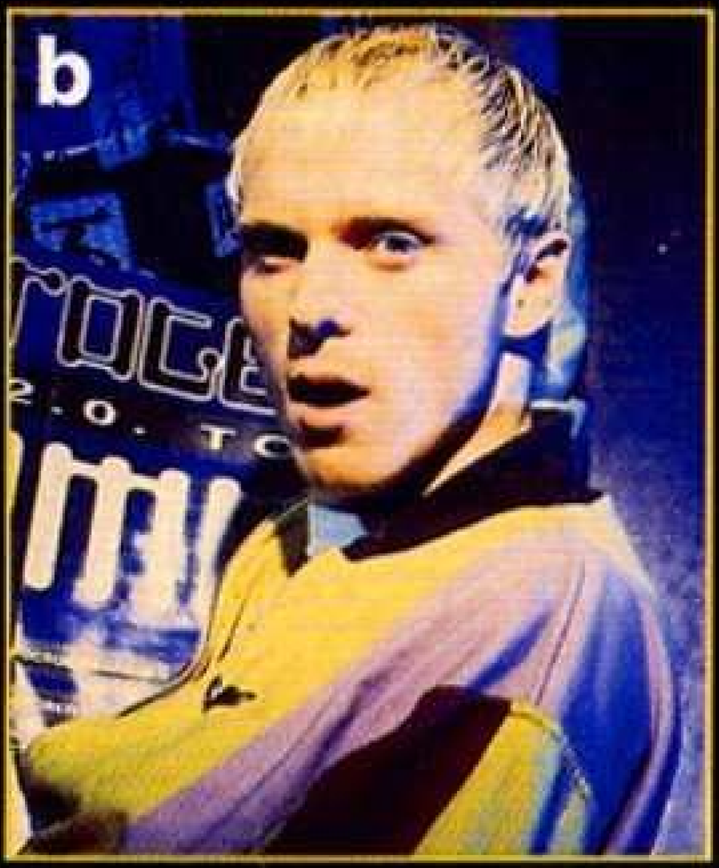
You need the Moon Pearl! This is found on the fourth floor of the Mountain Tower, in the chest that appears inaccessible. To reach that, the big key is required (found in the bottom level of the tower), and Link should also drop in on the chest from the level above. To produce a hole above the chest, use the Star Tile on level five. Link should now be able to retrieve the Moon Pearl - and any bunny-related angst is over!

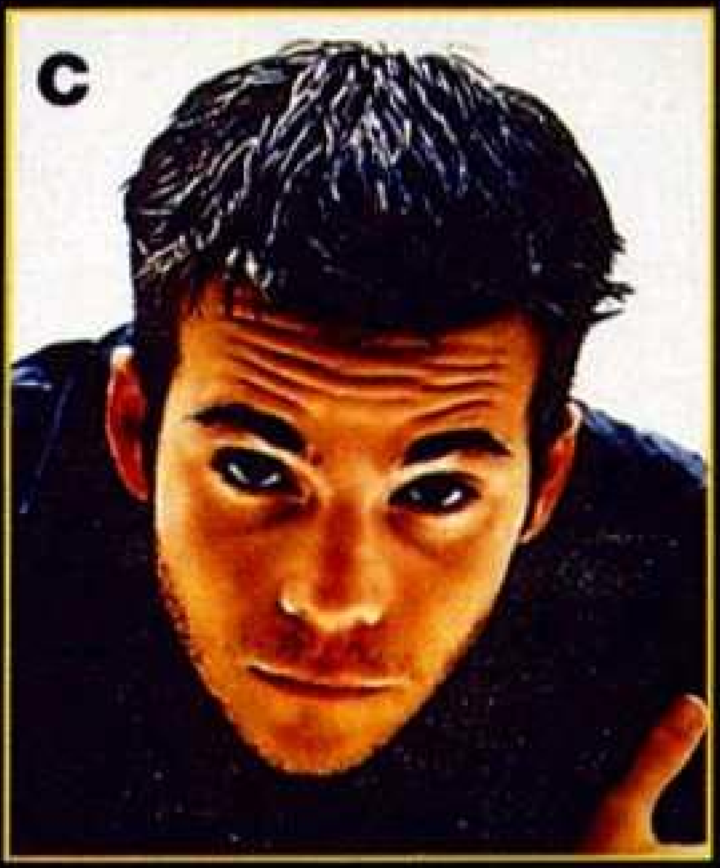
Q WHERE DOES AGAHNIM GO AFTER HE ZAPS ZELDA?

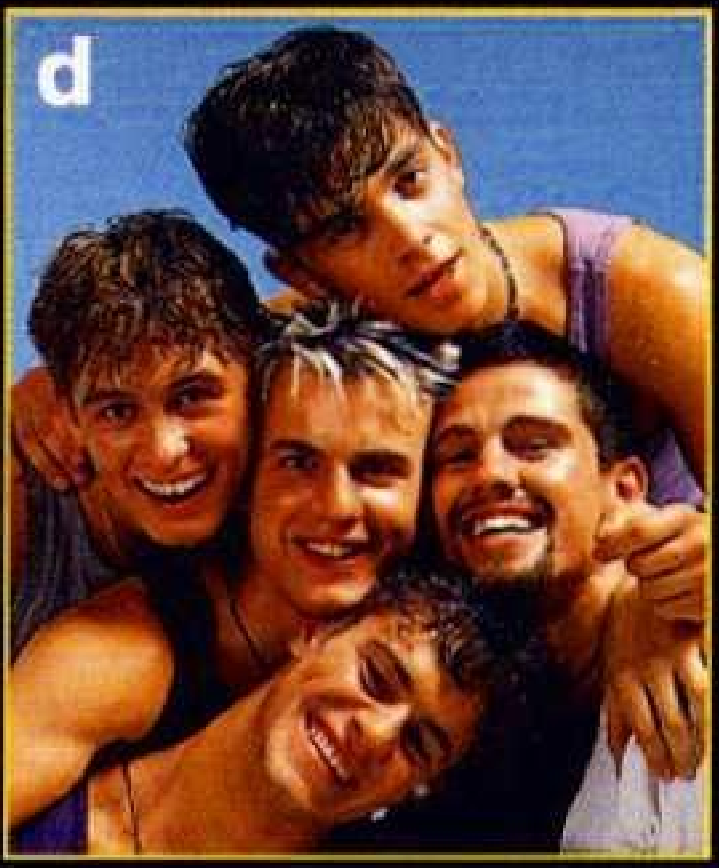
Not far at all, is the answer! He has in fact retired to a secret chamber located behind his magic lab. Rip down the drapes at the back of the lab with the sword to reveal the secret door

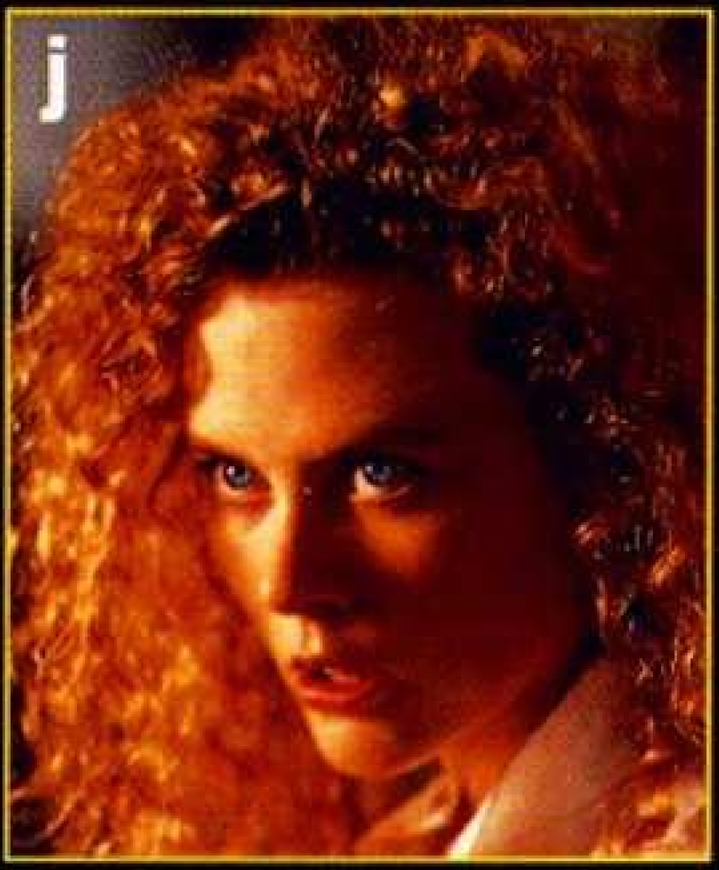
Who the hell are

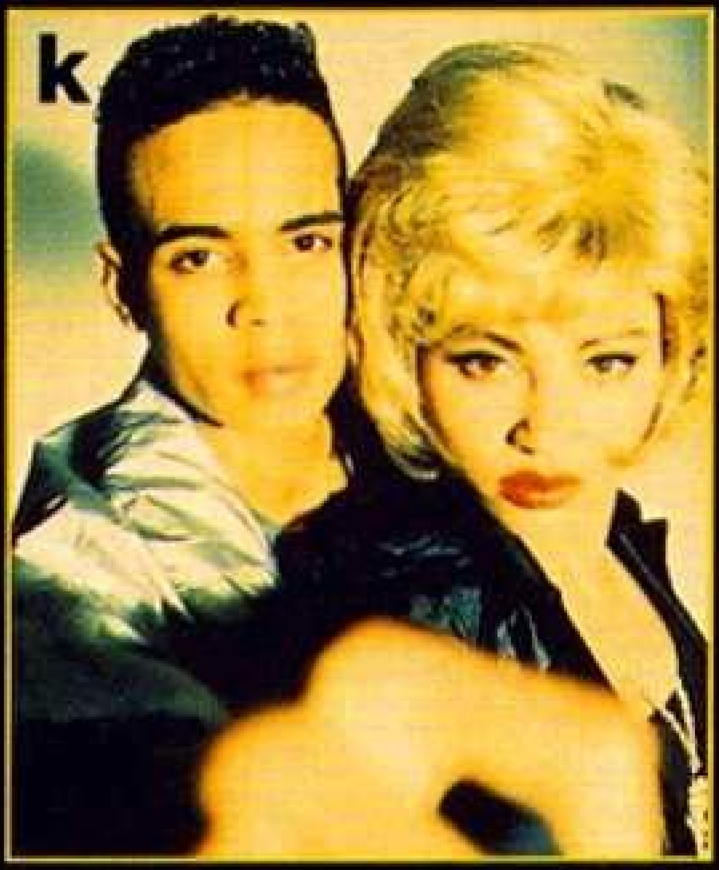


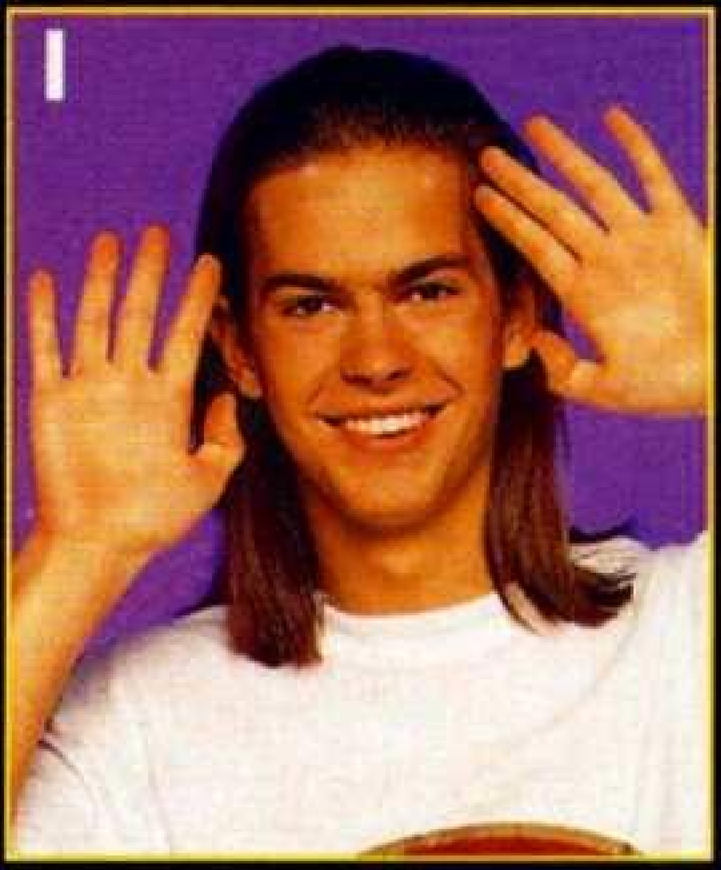


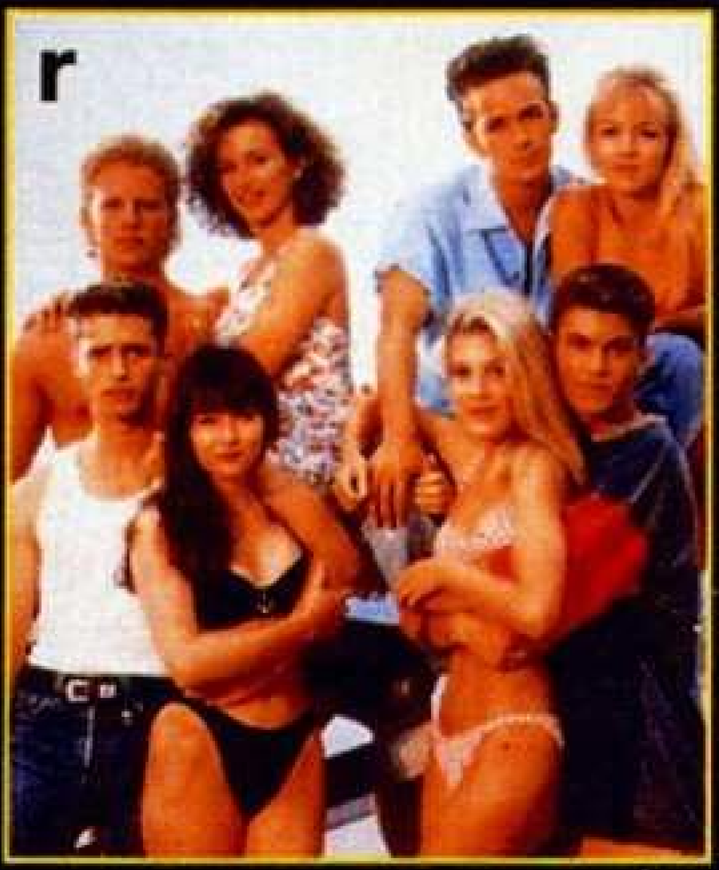


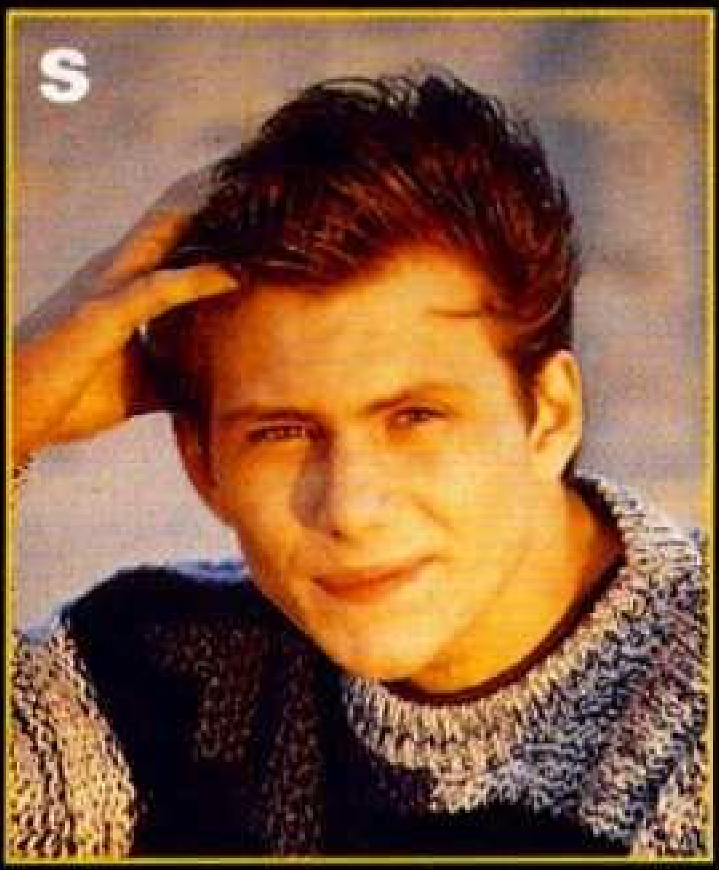










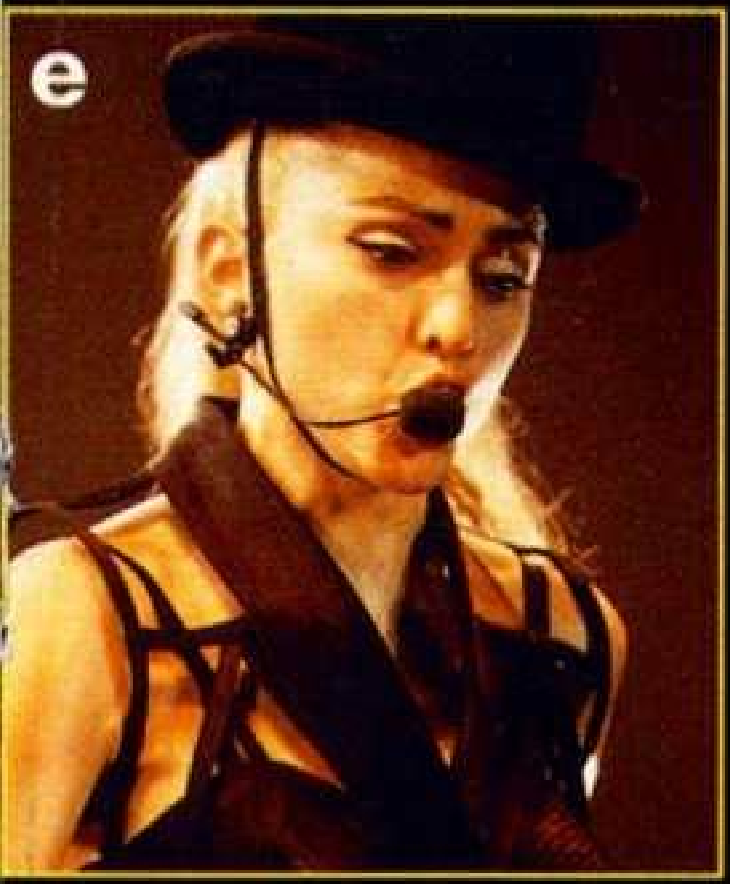


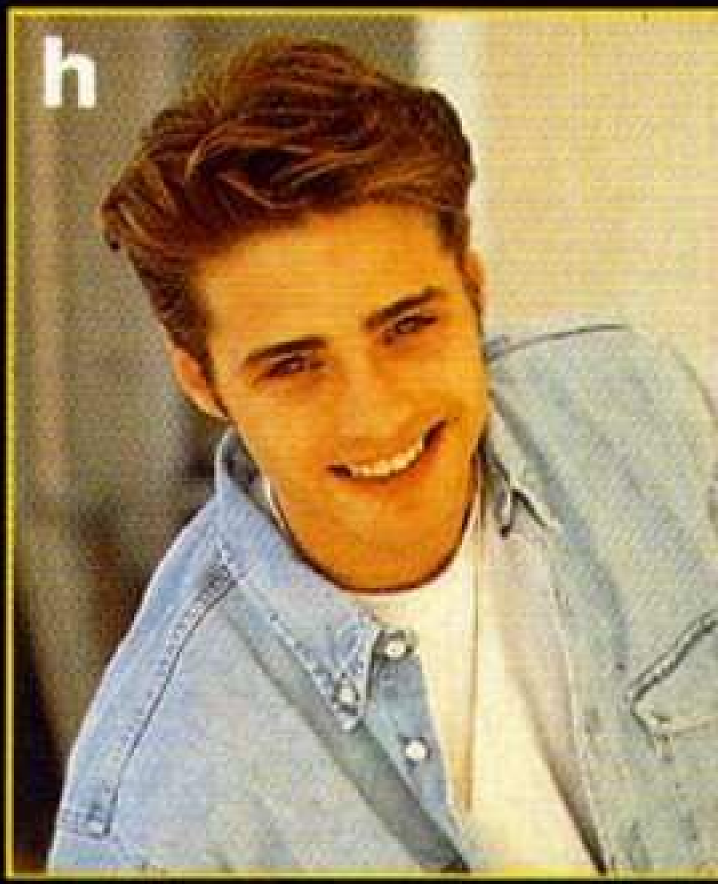
SMASH HITS readers

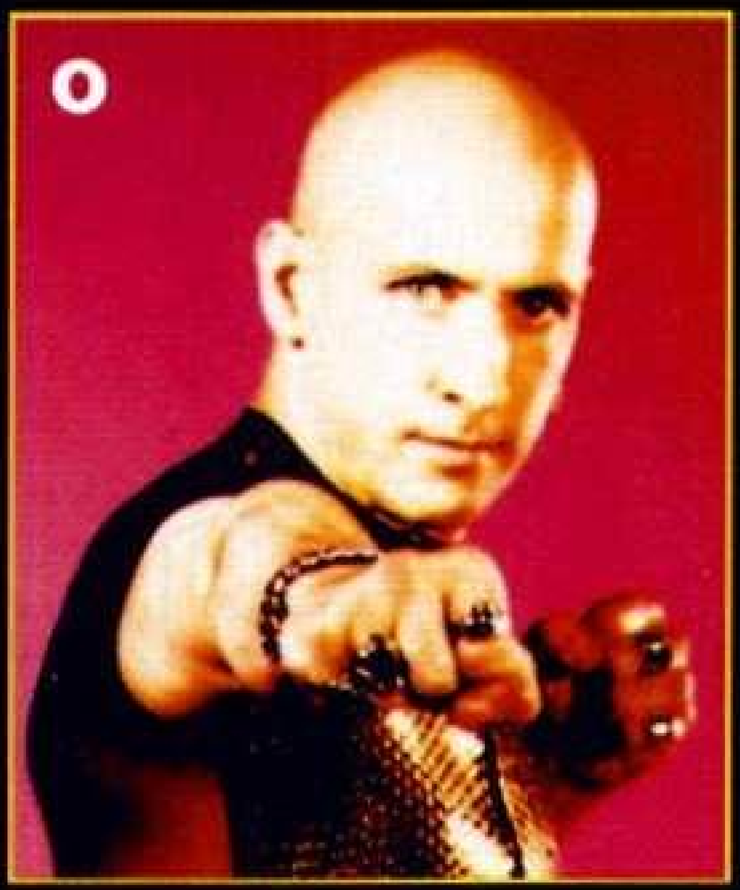
Out every fort

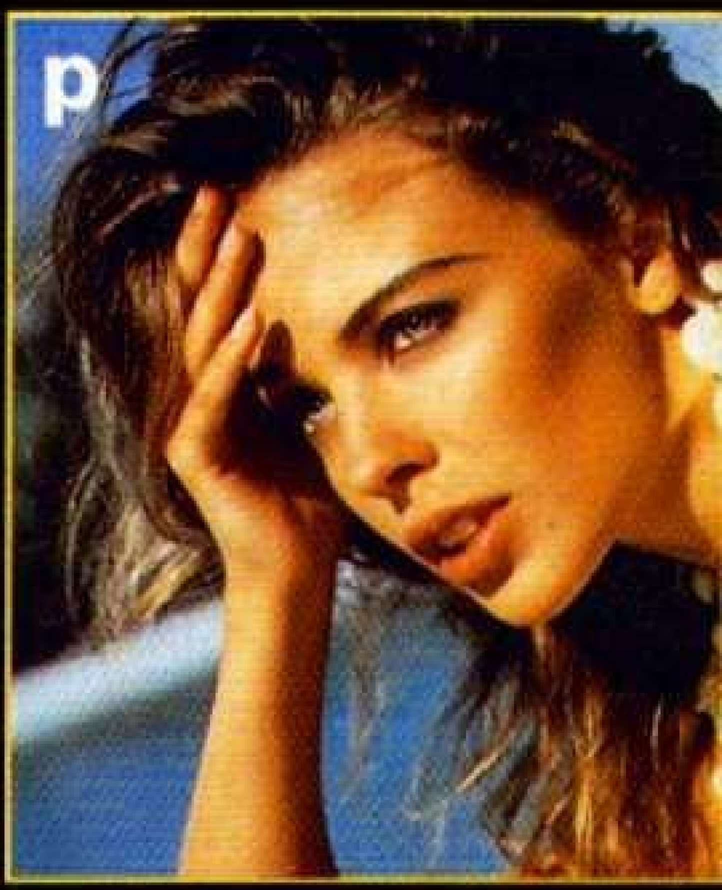
ona Ryder, n) Manic Street Preachers, o) Richard from Right Said Fred, p) Kylie Minogue, q) Axl Rose, r) Beverly Hills 90210, s) Christain Slater, t) Dannii Minogue, u) East 17, v) Keanu Reeves, w) Les Hill, x) Tom Cruise.

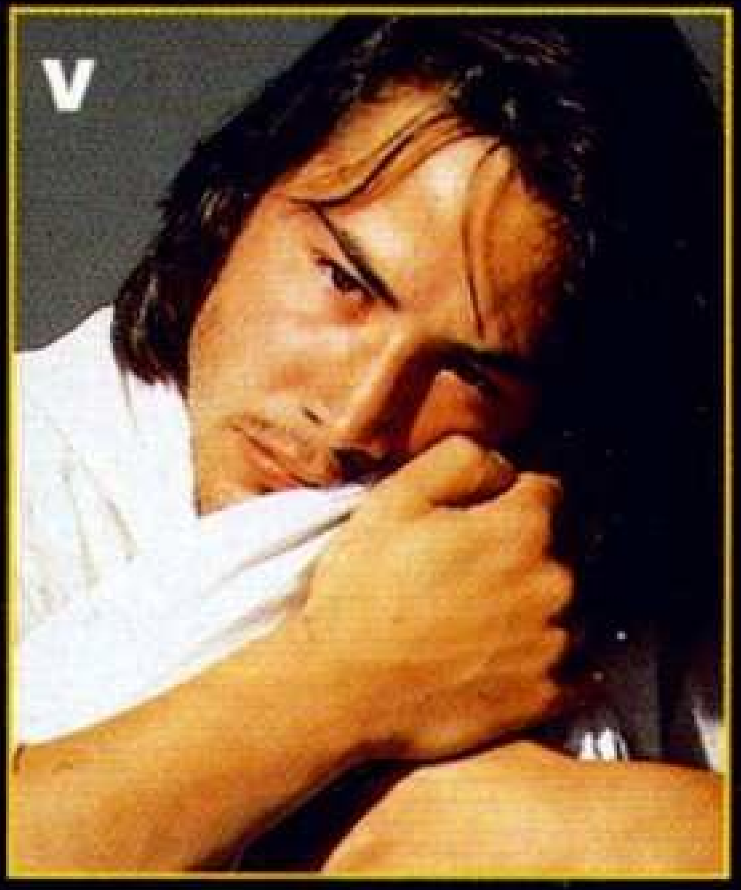
e these people?

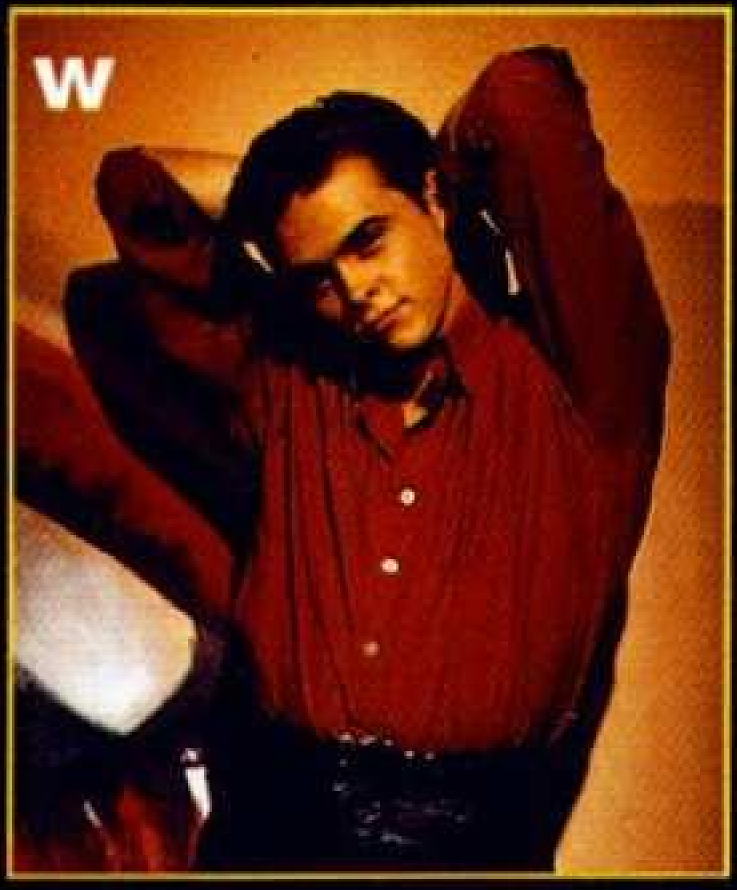


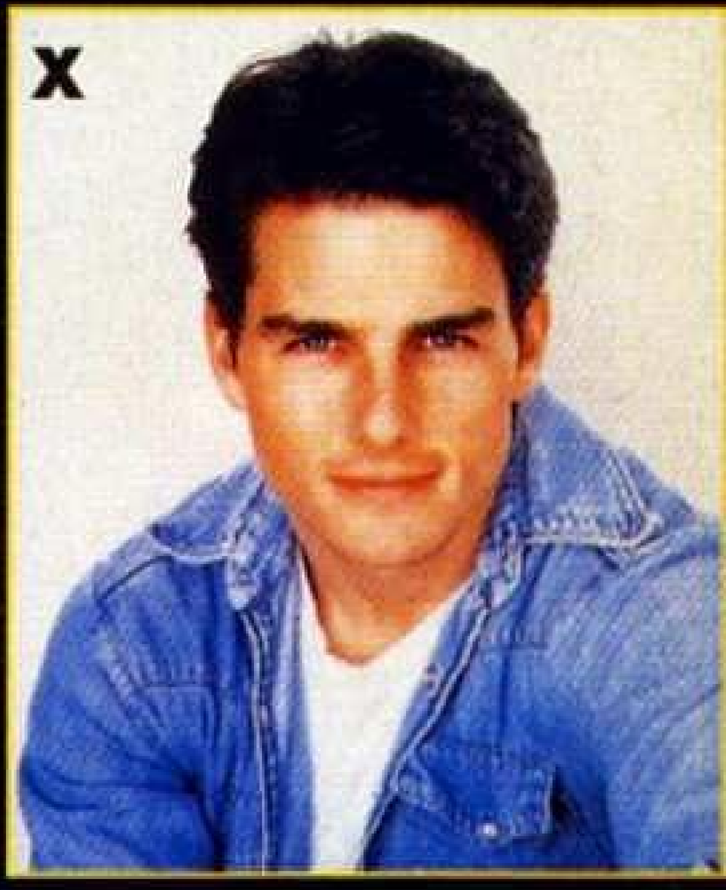












s know. Do you?

night. Only 70p

a) Betty Boo, b) Mr. C from the Shamen, c) Stephen Dorff, d) Take That, e) Madonna, f) Kris Kross, g) Melissa Bell, h) Jason Priestley, i) Shakespears Sister, j) Nicole Kidman, k) 2 Unlimited, l) Kristain Schmid, m) Wi

TIPS AND TACTICS

The NHS is here again, bringing comfort to the lame gamester. What will be in Doctor Davies' miracle sack this month? Read on sick reader, read on...

SUPER NES

ACTION REPLAY CODES

TURTLES IN TIME

Josh Beck, for it is he, has sent in this code for infinite lives: 7E1AA002. Does this man ever get any sleep?

STREET FIGHTER II

PLAYER-ONE: 7E0E 2010, PLAYER-TWO: 7E0C 2010. These codes give the characters new moves, combinations and the agility to hit the other player at any time, even if they are fallimg to the ground after being hit! Dhalsim, for example, can hit people when they are on fire.

PLAYER ONE: 7E0C 6010. This speeds the game up about three times (Black Belt Edition ahoy!)

PLAYER-ONE: 7E0C DI0*, PLAYER-TWO: 7E0E DI0*. Choose the players's character where * is the number of the character: 0= Ryu, 1= E.Honda, 2= Blanka, 3= Guile, 4= Ken, 5= Chun Li, 6= Zangief, 7= Dhalsim, 8= M Bison, 9= Sagat, A= Balrog, B= Vega.

PLAYER-ONE:7E1A 5A0*. Choose the country to fight in where * is the number of that country.

PLAYER-ONE: 7E0C 5600, PLAYER-TWO: 7E0E 5600. Super fast moves.

PLAYER-ONE: 7E04 8300. Bloody characters!

PLAYER-ONE: 7E04 9BF0. Electric Ryu and Ken.

Thanks very much to Andy Davidson for those.

● We had a phone call from Daniel Boutros who was ranting about these codes for Street Fighter II. He said that 7E0C 3210 gives Ken or Ryu a super fast dragon punch and that 7E0C 6001 enables characters to escape Blanka's face biting antics leaving him vulnerable to attack!

SUPER CONTRA ACTION REPLAY CODE

It's that Josh Beck again! This time with a code for infinite lives on this incredible game:7E1F8A07. Words fail us.

SUPER MARIO KART TIP SHORTCUT EXTRAVAGANZA

After you've read and learned these shortcuts we're sure that you'll all be eternally grateful to Mark Hannah and his brother David for sending them into us. Why? Because they're excellent that's why!

Donut Plains 1: After the second corner from the START/FINISH line there is a gap in the wall on the grass. Get a mushroom then use it to speed over the grass and through the gap.

Ghost Valley 1: Get a feather and carry straight on after the gap in the track. The feather helps your cart to fly over onto a secret narrow strip of track that cuts off a huge corner!

Mario Circuit 2: If you have a mushroom then wait until you come to the jump. Use it just as you are about to jump and then steer to the left. If done correctly you can bypass the whole corner and straight!!

Ghost Valley 2: At the end of the first straight after the START/FINISH straight there is an unfenced corner. Use a feather here to cut out the wide corner.

Bowser Castle 2: When you come to the part of the track with the word STOP printed jump over the gap. If you turn left quickly enough you should pass over a "Zipper". This cuts off a large part of the track!

Mario Circuit 3: Just before the START/FINISH straight there is a wall with a gap in it. Select the mushroom and use it to speed through the sand and then the gap. Just as you clear the gap you hit a "Zipper" and gain a huge lead!

Koopa Beach 1: Just before the first break in the track turn right and head through the water. There is a bonus box and this also cuts out part of the track.

Bowser Castle 3: Chosse the inside route after coming out of the wid corner with all the coins. Hop over the jump just before you get to it and hit the "Zipper" to speed away. It is far easier than using the "Zipper" on the outside of the track!

Mario Circuit 4: This is basically the same shortcut as for the mario Circuit 3 except there is no "Zipper" this time around.

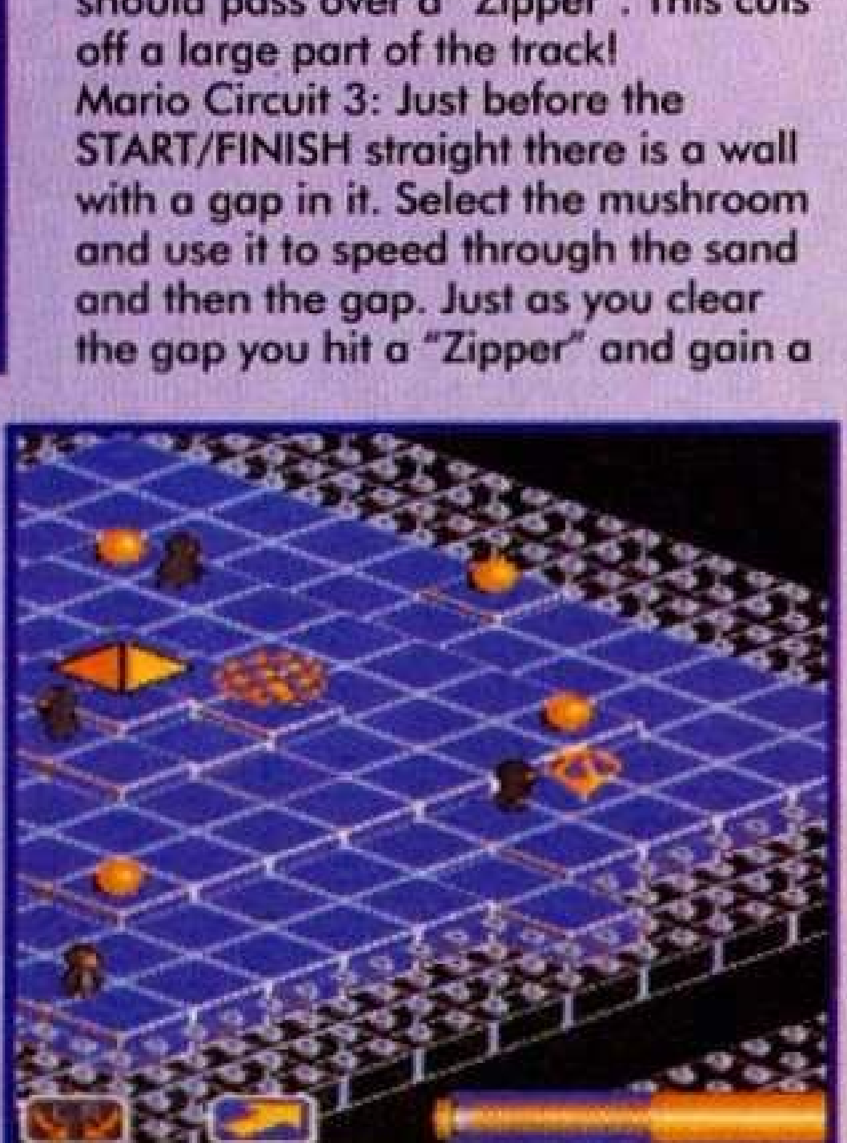
Koopa Beach 2: Veer to the left as you come to the large stretch of water and use a feather to clear the deep water. This enables you to race along the small stretch of beach in the cove instead of babooning it through the water!

Vanilla Lake 2: There are tons of shortcuts in this circuit that require jumping over small stretches of water but the best, and most difficult, is straight after the blocks of ice between the two walls. Steer heavily to the left and hop onto the ice in the lake. Keep going straight on, hopping over the small stretches of water, to make a massive shortcut over part of the lake. The best place to do this is between the 1st straight and second corner of the finish straight using a mushroom boost. Be careful!

SPINDIZZY WORLDS

Our very own Jaz Rignall spun his way to finding this list of useful codes for each of the Spindizzy Worlds. What a man! What a star! What are we waiting for?

Iv?8A?8t: Beginners
Iv?0CP?3: Pak Attack
Iv!0C?8m: Tripat
Dv?16Hfx: Ball race
HvdaC3?R: Frigia
Bv?JaBm3: Grass Hopper
Ev5LQV3Q: The Obelisk Ruin
Br7JaEOa: The Grass Maze
ImSUJ9?W: Buxton Cat
ImQUKN!1: Sandy Island
Cn2AUAeP: Roller-ama
KoBAK32o: Water works
ImAQC9eZ: Misdirection
Bq6AICFz: Castle Quest
IkAABNdW: Pyramidea
PgAEaaBn: Water World
PgAFyaCA: Canal Slide
NgACUkiH: Radima
IkAAAoJc: Torture



BATTLE BLAZE

Any one remember Paul Hulcup and his tip invasion not so long ago? Well he's at it again, first of all with this cheat for unlimited credits on Battle Blaze. First of all access the hidden options screen by pressing start and select at the same time. Next hold down L then press UP and X at the same time then LEFT and Y together then DOWN, B, RIGHT and A.

F1 EXHAUST HEAT

N-n-n-o! Not him again?! This really is the last time! Paul H...Paul H.....that lad reckons that extra money is obtained by inserting SETAUSA as your name so that £10,000 is then in your possession! Now go, Hulcup! Be gone!!

JOE & MAC

Tony McLaughlin and his good old Unc from Renfrewshire (try saying that with a fruit pastel in your mouth) sent us this tip to stack up with extra lives in this prehistoric caper. Leave a level that contains 1-ups by pressing START to pause the game and then SELECt to leave that level after you've collected the 1-up. Restart that level and collect it again. Simple!

SPANKY'S QUEST

The level codes for this game, courtesy of that Hulcup chap again, are: 000, 732, 354, 116, 988, 470.

LUKE
SCORE:
JETS

SUPER STAR WARS

So you'd like ninety-nine lives on Super Star Wars, would you? Well, on the second set of stepping stones in the Land of the Sand People just fall of the edge of the cliff and push to the left. This has luke landing in a cave. Get him to shoot the roof and extra lives a-plenty are his for the taking! Lee Axon sent this tip in twice - it's nice to see people so keen!

PRINCE OF PERSIA

If I can just wade my way through this pile of entrants for this cheat I can tell you that the sound test for the game is accessed by holding down START and SELECT then a menu doth appear. In case you were wondering, Paul Hulcup was the thousandth person to send that one in!

OUT OF THIS WORLD

John Fowler wants a prize for these passwords. Heh, heh!

Level one: FXLC
Level two: KLFB
Level three: DDRX
Level four: HRTB
Level five: BRTD
Level six: TFBB
Level seven:TXHF
Level eight:CKJL
Level nine:LFCK

Oh, John! About that prize? Heh, heh, heh!

GAME BOY

TERMINATOR II

Mark Walsh has this useful cheat to slow down the circuit round clocks. It gives you more time to think about what you're doing. All you need to do is hold down the SELECT button.

NES

BATTLETOADS

AAAAGH! To get five extra lives hold A, B and DOWN then press START. Paul Hulcup sent that in and I'm not saying another word about it.

TINY TOON ADVENTURES

This beezer tip has been sent to us from Frank Turner II in Staffs. It enables you to gain tons of lives and see a whole new secret boss as a result. To do this go through level one collecting as many carrots as possible until you reach Elmyra. Let her touch you and return you to the start of the level. Repeat this until you have ninety-nine carrots. Exit the level via Elmyra. There then follows a parody of Star Wars as a great star destroyer flies over the map and beams you aboard. Here you face Darth Vader and two Storm Troopers. To defeat Darth, dodge his laser and bounce on the Storm Troopers' heads to jump on Darth's head when he flies down low. Darth pops his collosal clogs after three hits, whereupon you receive three lives. This trick can be repeated on any level over and over again. Brilliant!

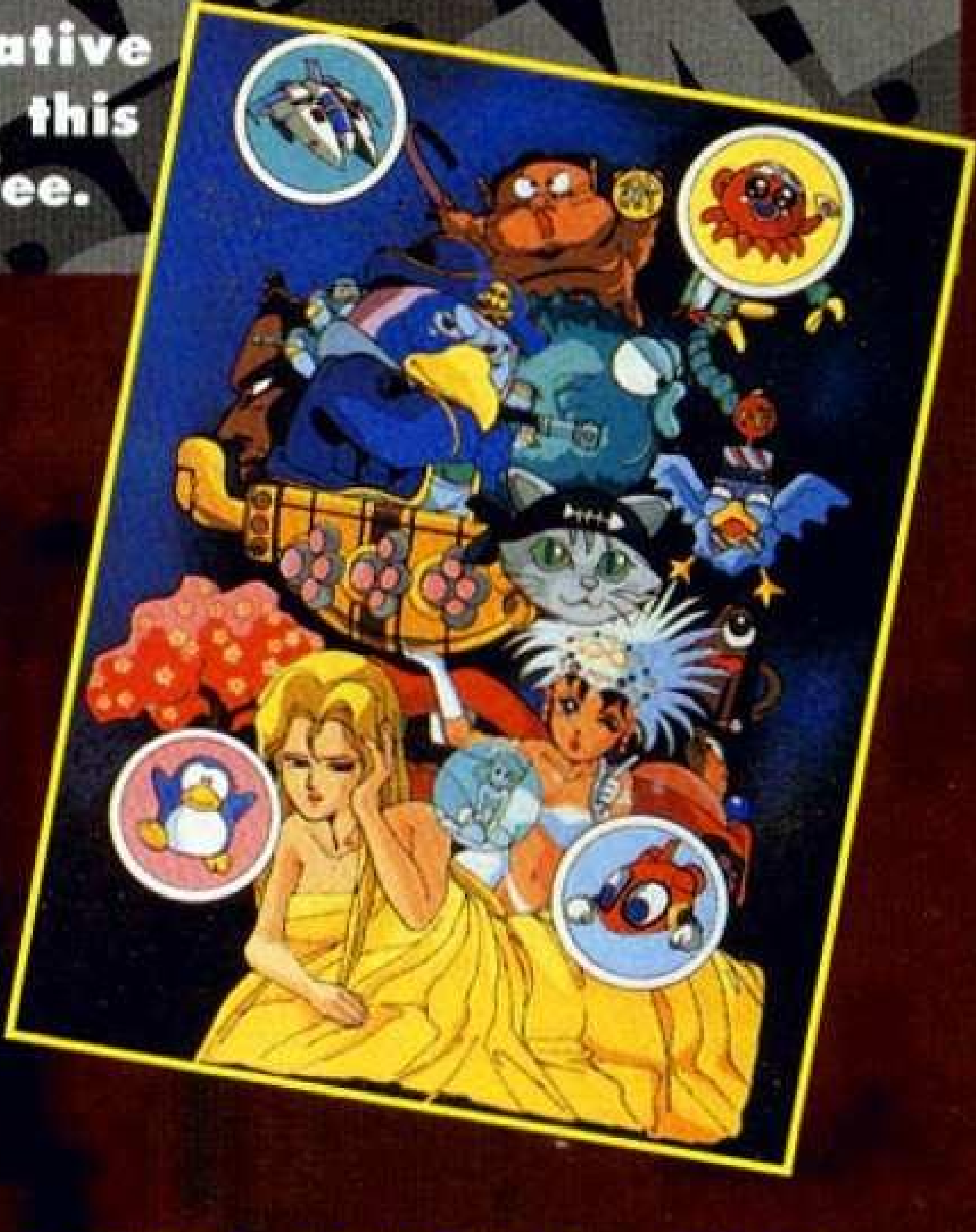
LEMMINGS

Where better to get a truck load of tips from than the chaps who produced the game themselves! Ocean have sent us these passwords for the TAXING and MAYHEM levels of the game your brain was made for.

Taxing: VSDGSJ: ROMAN IN THE RUINS
HGSFDY: MIND YOUR STEP
WMQQDF: UP THE WOODEN HILL
PRTTMR: THESE LEMMINGS NEED HELP
RYVCTD: THE PRISON
ZWKRBD: A SPOT OF BOTHER
FRRWNB: FLY LEMMING AIRLINES
WYPRHD: A SLICE OF LEMMING PIE
PDKDJJ: STRANGE LAND
YPPSLQ: JUST LIKE MARY POPPINS
HWRWXQ: ABAOMBNABLE LEMMINGS
BHYWKL: ON THE SPIDER'S WEB
VWYRTN: CAN YOU STAND THE HEAT?
XYHGXK: COME ON OVER TO MY PLACE
PLWJHL: POOR WEE CREATURES
GKJXCZ: CAUTION LEMMINGS ON ROAD
DDBNDL: JUST DROP IN
JFGSJK: ARCTIC LEMMING
NSDFSY: WHERE ARE THE CRATES?
BDRMLN: COME TO LEMMING COUNTRY
JSDHSV: CLOUD BASE ONE
QWRTLR: SEEN IT ALL BEFORE
QHQLJS: HELP MY LEMMINGS ON FIRE
MRGHFW: LEMMING SQUASH
WHGXZL: A LEMMING JUST ATE MY DINNER
Mayhem:SJFHGD: AT THE STEEL WORKS
HDFTGS: IN THE BOILER ROOM
XCSFSD: WHO WANTS TO BE A HERO
SHDYWR: THERE MUST BE MORE TO LIFE
KRWQHJ: LIBERATE A LEMMING TODAY
PDHJDN: CALLING INTERNATIONAL RESCUE
HPBFXX: TWO FOR TEA PLEASE
BZCSDT: HOUSTON WE GOT A PROBLEM
MLYZTF: PASS ME THAT LEMMING
FFDYSF: TWO STEPS ON THE WATER
YYKSGS: IDEAL LEMMING EXHIBITION
GLSHSL: THE LEMMINGS CANNA TAKE IT
VKLSDH: REVENGE OF THE LEMMING
GTNGQQ: OPEN SEASON FOR LEMMINGS
JDFSDY: THIS LEMMINGS FAULTY
WRDFVH: HELLO JOHN GOT A NEW LEMMING
KDHGFT: MY WORD WHAT A LEMMING
WQDTGD: A FREE LEMMING IN EVERY PACK
THRRSH: LEMMINGS HATE RADIO EON FM
LJJDJJ: THEY ARE CLEAN AND GREEN
KBCVXM: SOME HEADS ARE GOING TO ROLL
SSHSJS: IS HTHAT LEMMING LICENSED
LZTRYD: KEEP QUIET AT THE BACK
VGXNFM: OD YOU ACCEPT LEMMINGS
ZQQPLM: THE ULTIMATE LEMMING

PARODIUS
パロディウスだ!
TM
— 神話からお笑いへ —
PLAY SELECT
▸1PLAYER · 2PLAYERS
OPTION OMAKE!
© 1992 KONAMI
ALL RIGHTS RESERVED.

Konami's Gradius series is one of the most popular shoot-em-up epics ever. This parody of the three games (Parodius - geddit?) is a dubious affair whose ideas and origins are better left shrouded in mystery. However, it is arguably the best game created from tapping the Gradius vein. As the first two levels are merely the snow on the mountain and comparative breeze to trip through, this guide begins at level three.



I SAW THREE SHIPS (AND CHOOSE ANOTHER)!

There are four ships to choose from and we reckon that the Twin Bee is the best of the bunch. Whereas Vic Viper and Octopus have shields, the Twin Bee posesses a far more effective force field. Although the Pentarou boasts a similar barrier in the form of a bubble, its spread weapon cannot compare with the Twin Bee's 3-way shot. The Octopus' Ripple gun may excel with its wide range but the Rocket Punch available to Twin Bee more than makes up for this. Enough said. Trust us!

THE CLANGERS

It comes in mighty useful to know the sequence of colours followed by the bonus bells. Under fire they react as follows; Yellow - Green - Yellow - Red - Yellow - Blue - Yellow - Grey - Yellow - Green; after which they blow up! In case you're unsure as to their uses, here's a list:

YELLOW

Strictly for point hungry maniacs. They offer no destructive power but continuous collection of yellow bells amasses enough points to waste the highest of scores!

GREEN

The green bells inflate the ship like a piece of bubble-gum, during which time it's invulnerable and able to crash into anything, causing no end of misery for the enemy.

RED

If the way ahead looks grim, you can always rely on the powers of a red bell for comfort. They provide you with three barriers which transform into a miniature version of your current ship with a protective shield above and below. Any threat trying to pass this barrier is completely wasted!

BLUE

For every blue bell collected, a smart-bomb is added to the ship's arsenal with a maximum of three stored at any one time. The enemy don't stand a chance as a massive quake of destruction shakes the screen!

GREY

The most obscure of all super weapons, the grey bell provides your ship with a megaphone which amplifies a succession of Japanese phrases you're better off not knowing. However, Einstein's theory of relativity is in there somewhere...

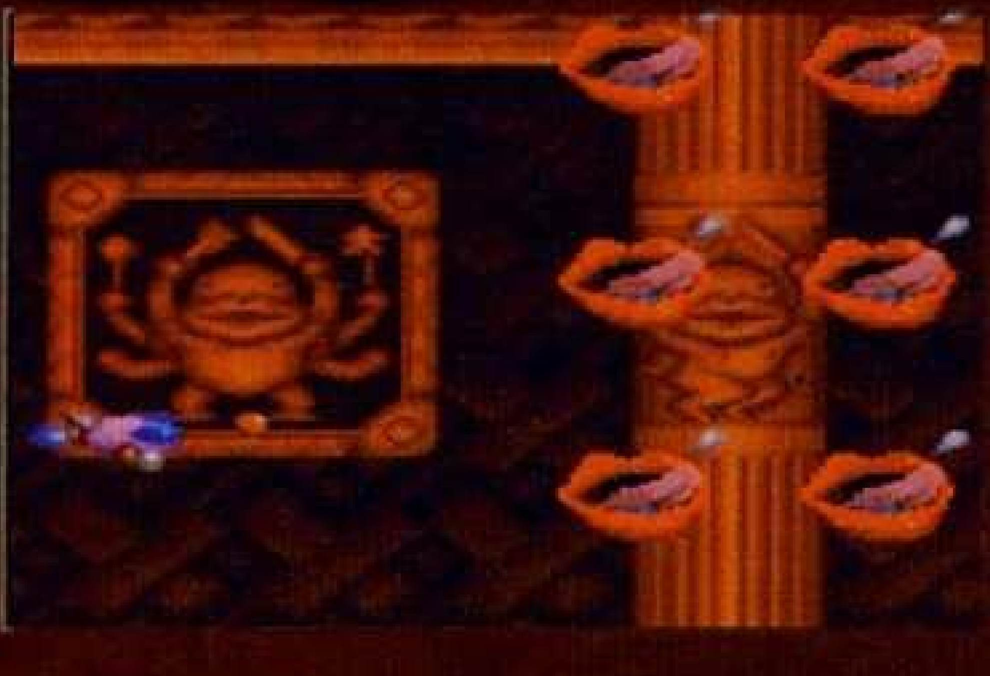
▲ Twin Bee triple sting tactics ahoy.

LEVEL THREE - THE CASTLE OF SWEETS

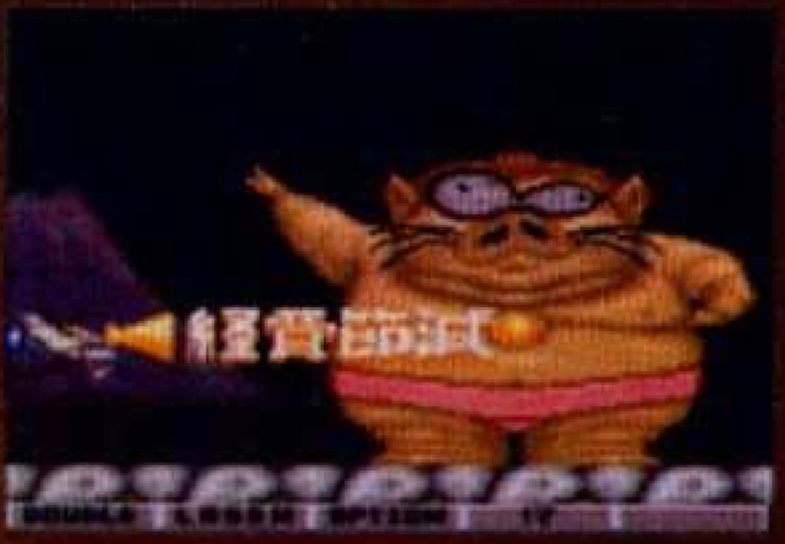
The boss on this level is easy when compared to the hardship presented by the frustrating brickwork. In between the pillars and pots overflowing gold coins are walls of multi-coloured beads to be blasted for safe passage. Keep a cool head, don't make any rash decisions and your ship should be safe from harm. If possible, resist the temptation to speed the ship up because this usually results in plenty of unnecessary wall bashing!

Lip-Lickin'-Teeth-Splittin'-Boss!:

Blast those cheeky smiles into next week, concentrating on the right side row of mouths first. If you're successful in destroying them, the remaining row of teeth begin to rush your ship - leaving sets of teeth behind as they go. Easy peasy!

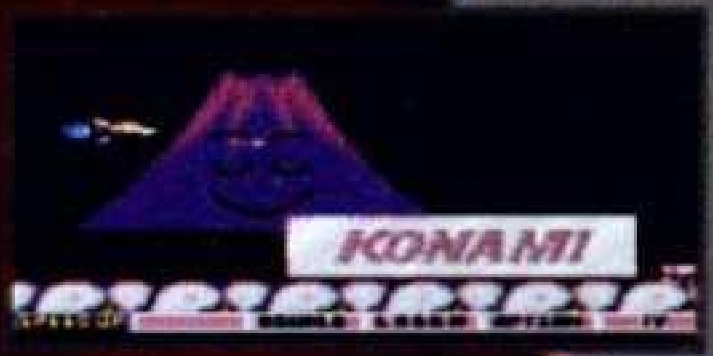


WRESTLE WITH THIS!

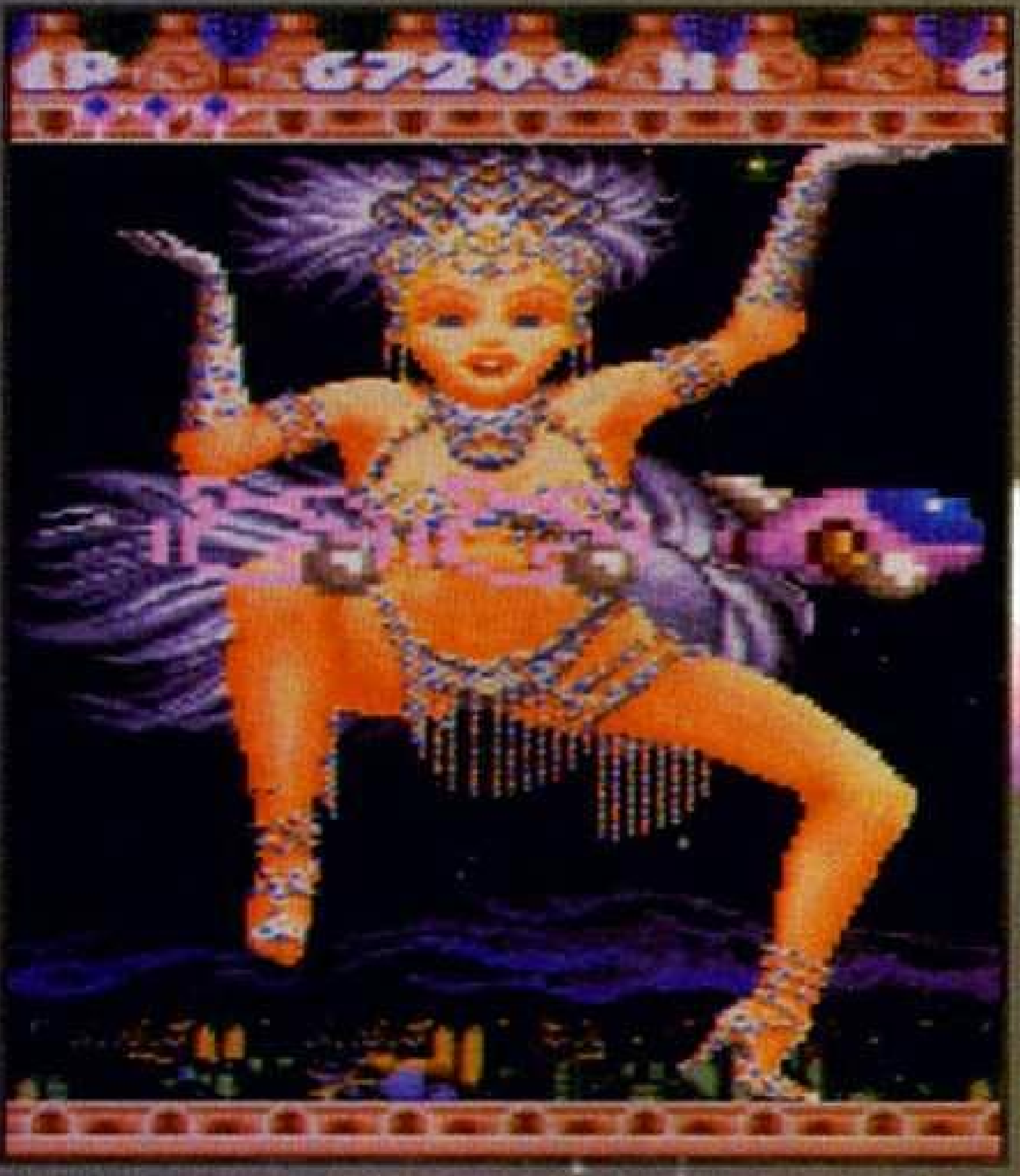


Parodius gets crazier as it goes along, with rampant sumo wrestlers defying the laws of gravity and walking across the top of the screen, whipping your ship with their loin cloths. After battling over angry-faced volcanoes erupting spicy peppers, the ship is subjected to some Channel Four-style sumo action against the end-of-level sumo boss.

Mind the falling sign, Marlon!:



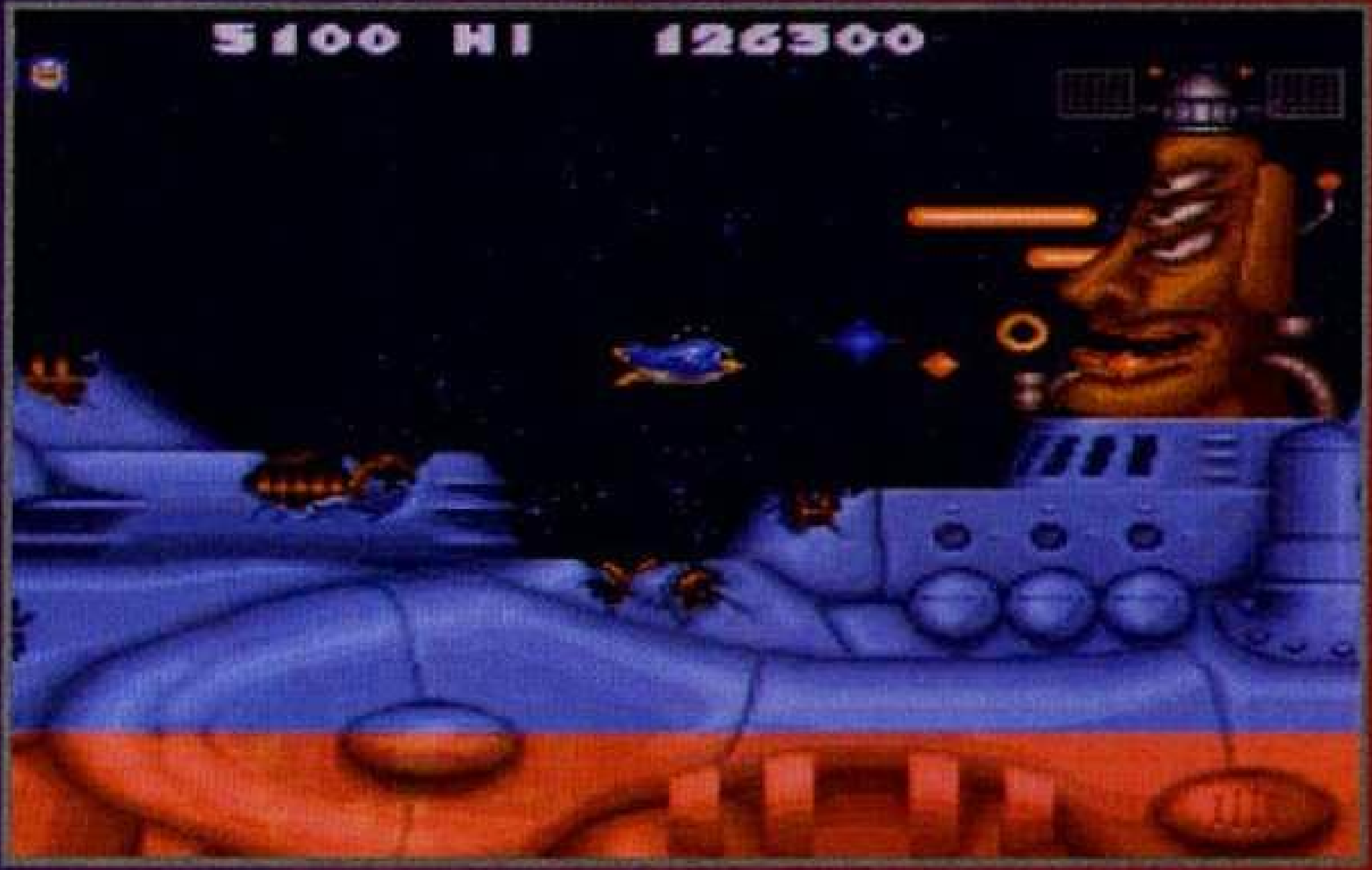
Lard features is not quite the heavyweight after all. His vulnerable spot is his stomach, something he treasures very much, so your ship's efforts at popping it with missiles and the like makes him miserable in the extreme. He stomps around shaking all kinds of junk loose from the top of the screen, develops a nasty case of indigestion, turns red then explodes. The Konami sign then falls from its perch to catch out the unwary - just make sure it isn't you!



▲ Twin Bee enlarges, much to the girly's delight.

SHADES

Stage five is one huge mother of a space-ship, but with a difference. Ignoring the fact that it's wearing shades and smoking a pipe, let's concentrate on sending it packing. First of all, the head of the ship is a head which sneezes and coughs in its influenzad frenzy! Smack it in the nose first then take care of the mouth. The ship now forces you to fly over the top to face a pipe-smoking laser-firing turret, and the odd unfriendly gun turret. These study their surroundings as they rotate and the best time to nip in and blow them away is when they're looking straight up. After this area is finished, your ship's presence is required below and Shades tries to crush it at the bottom of the screen. Do not panic! There is a little nook to squeeze into and you can't miss it. If you do, you die. So don't.



▲ Getting a head in the business of destroyng the mother ship.

Head Aches:

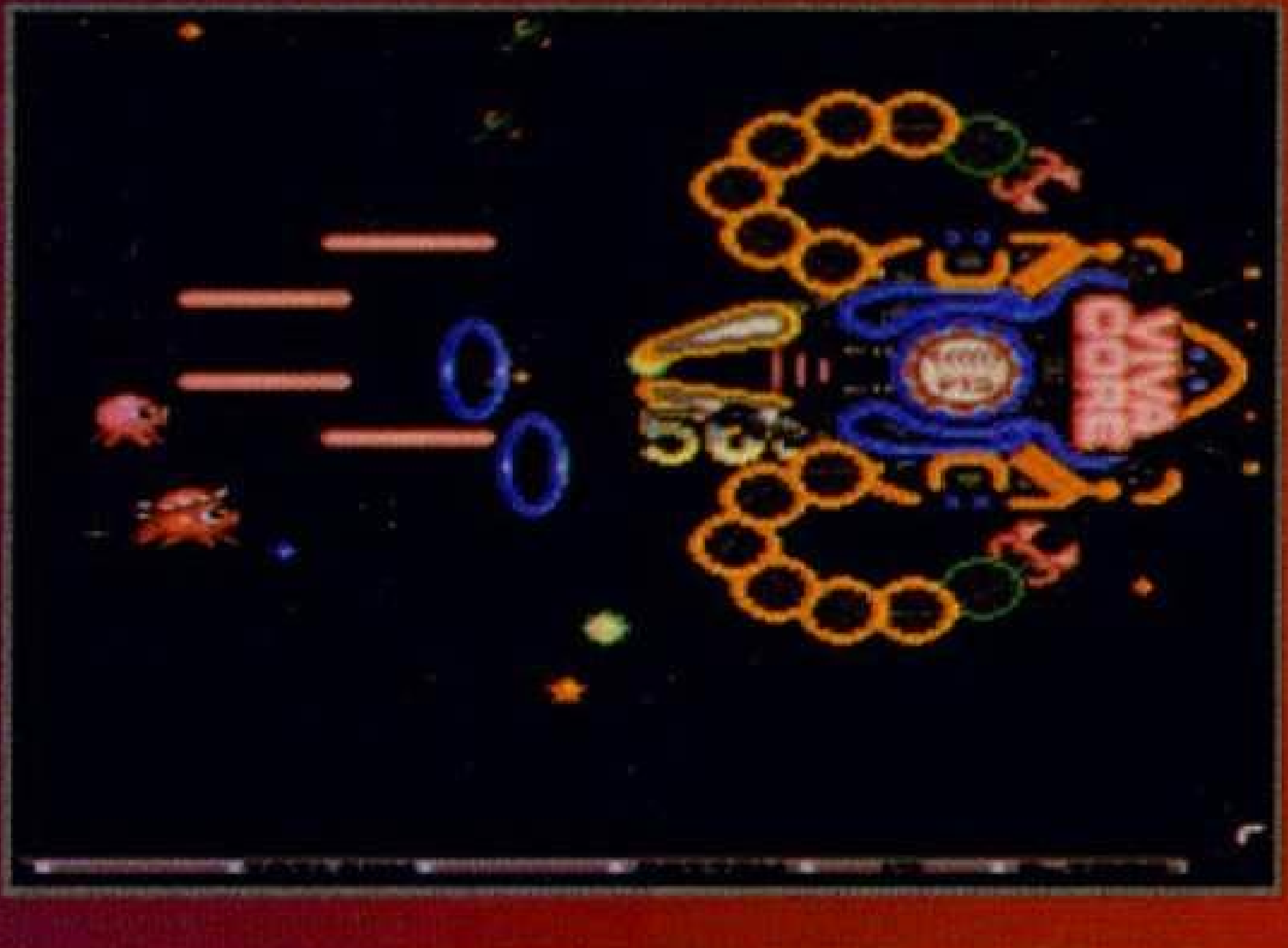
Now the mother ship gives up and leaves your ship to battle it out with a female Easter Island-head look-a-like! She blows green statues from her mouth as she moves up and down the screen, and much duckin' and divin' is required to win her over. He eyes are vulnerable to attack, so try to trick her into firing the statues to the far left or far right of the screen. This way your ship can easily manoeuvre around them, and you'll only find problems if your ship is too slow.

PINBALL WITHERED

Stage six is one of the toughest to get through. Not just because of the amount of penguins out for your ship's parts, but also because it's so easy to get confused with all the action on screen. Concentrate on scouring either the top or bottom of the screen, because bobbing about and blasting everything in sight only makes matters worse. Thankfully the end-level boss is a breeze to beat!

Pin-Boss:

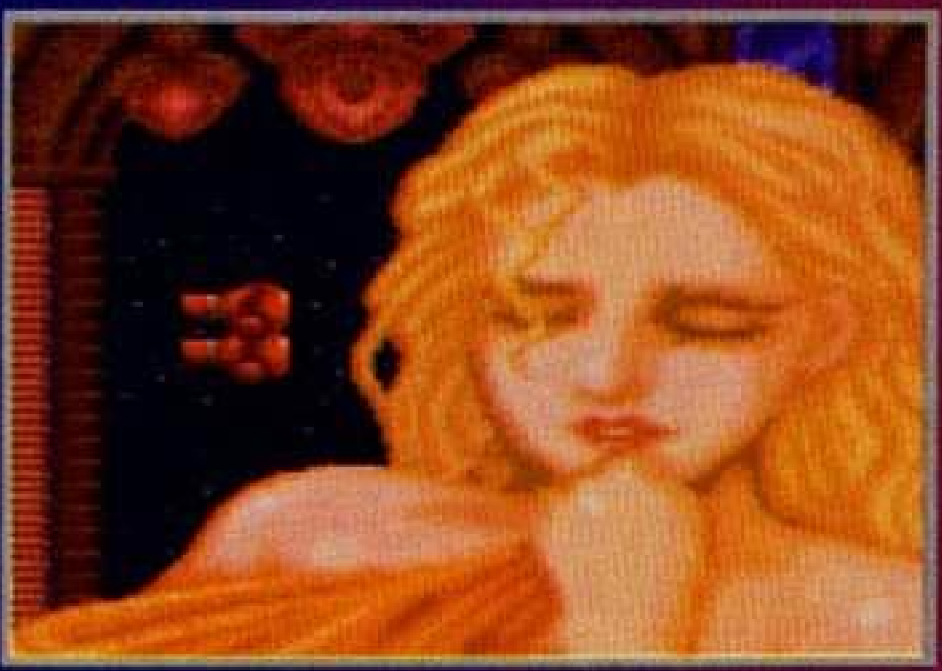
What a relief! Dodge the lasers and aim for the heart of the machine. The pinballs are destructible and no trouble to shoot.



BUNNY GIRLS, BUBBLES AND A PIG?

The entire Stage Seven is set in a dream-like sequence with fluffy pink clouds and pretty bubbles to make you say ahh. Don't be fooled, because this is where the action gets that little bit trickier. The safe areas are at the far reaches of the screen and any evasive action should be taken along those lines. Keep in mind that the movement of the bubbles is painfully slow and a skillful pilot should be able to dodge and weave with ease between them.

Damseling distress:



Kiss this girl in the eyes with a few well aimed blasts and make her cry. It's a rotten job, but somebody's got to do it! She tries to put a stop to this ungentlemanly pursuit by blowing bubble encased imps that burst and surround your ship.

◄ Mind the Twin Bee's Double Whammy of Destruction, Marlon.

PICK OFF THE PENGUINS

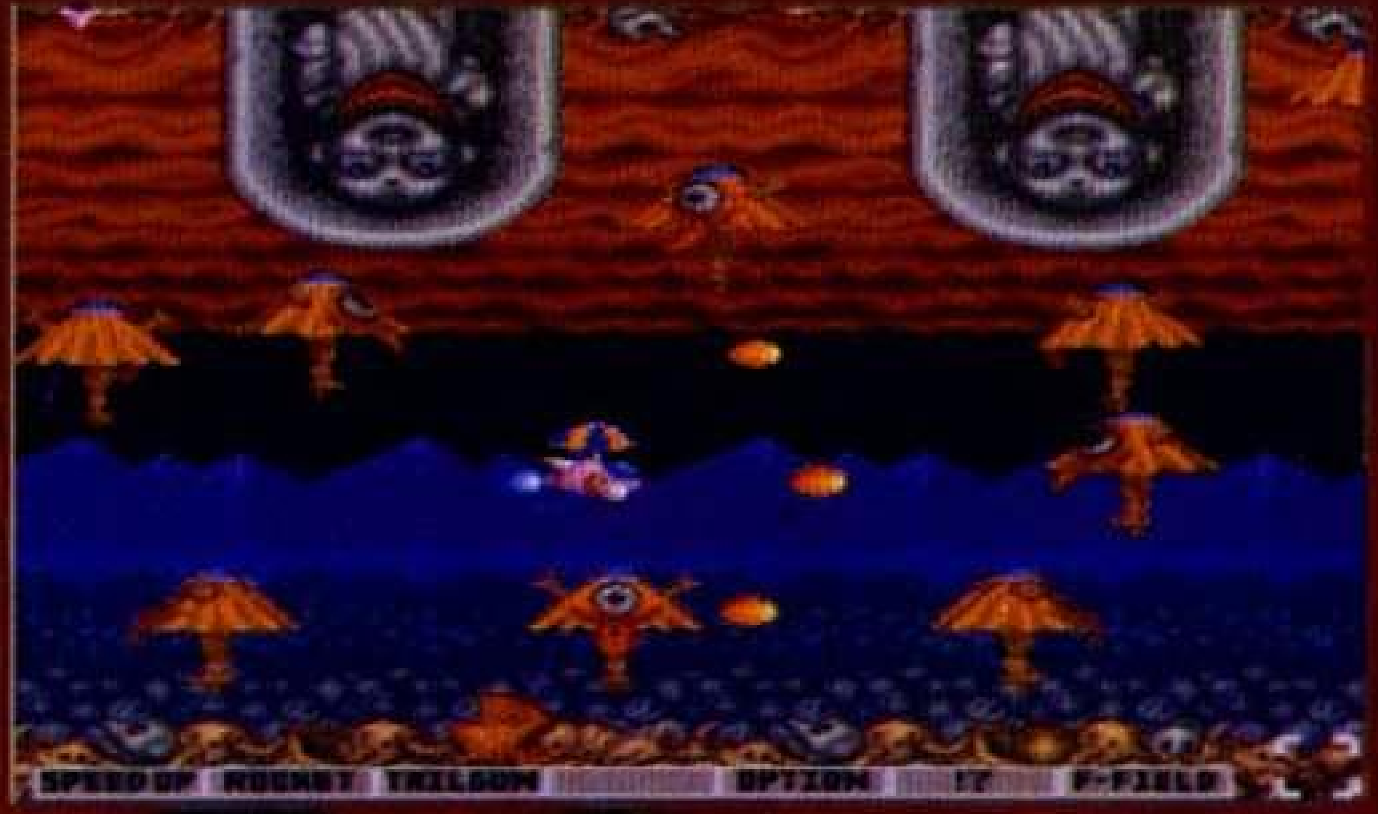
Here is where the Twin Bee comes into its own, its three-way and rear shots both coming in handy against the begoggled penguins in the frozen waters.

MACABRE MARINE

As your ship raises it brolly to shelter from the rain, watch out for skull- tossing skeletons which shatter into a spray of bones when shot. Also, look out for the stubborn fishbones which require many hits before breaking.

Parasol Parade:

Upon the arrival of the manic umbrellas, position the ship near the bottom left-hand corner of the screen. The skulls are easier to dodge here and the umbrellas roll handily into view.

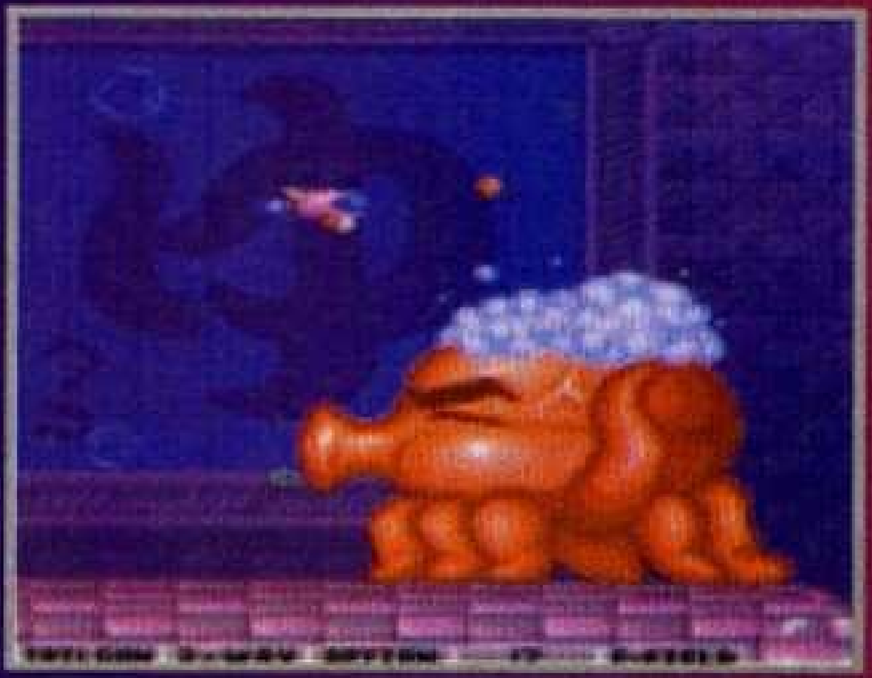


BATHROOM BRAWL

The whole of stage ten is without incident until you meet up with the platform sections patrolled by fan-waving pigs and their skeletal buddies. The skeletons are indestructable, so position the ship slightly below or above one of the ledges to avoid crashing.

Rub-a-dub-blubber:

Brace yourself for this oversized octopus which has taken to washing its head with soap. It has three methods of attack. The first comes from the random bubbles floating about its head, before the octopus shakes away, causing hundreds of tiny bubbles to fly everywhere. Lastly, the giant pink one spits bubbles from its mouth. Keep firing at the bubbles and take pot shots at the octopus whenever possible. Once it starts spewing suds take shelter above the sucker's head.



Ghost Lady:

Dodge the cloud and wait for it to get swallowed up by the skeletal apparition, then aim at the lovely lady's belt whilst shooting down the blue flames for safety. After a while she spits out the cloud which transformed her at the start and the routine repeats itself once more.

IT'S THAT OCTOPUS AGAIN....

The final boss is so easy you'd have to go all out to deliberately crash the ship and fail. It doesn't move, because it's so strung up, and it doesn't fire! Just make sure that you guide your ship through the barriers before they close and hammer away for a while - then that is it! Finished. The end.

BYE BYE

That s all. The good Doctor has left the surgery and is indulging in a spot of Golf. All Further enquiries and miracle cures should be adressed to: DOCTOR DAVIES BIG BLACK TIPS BAG, NMS, 30-32 Farringdon lane, London EC1R 3AU.

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And that's our totally unbiased opinion

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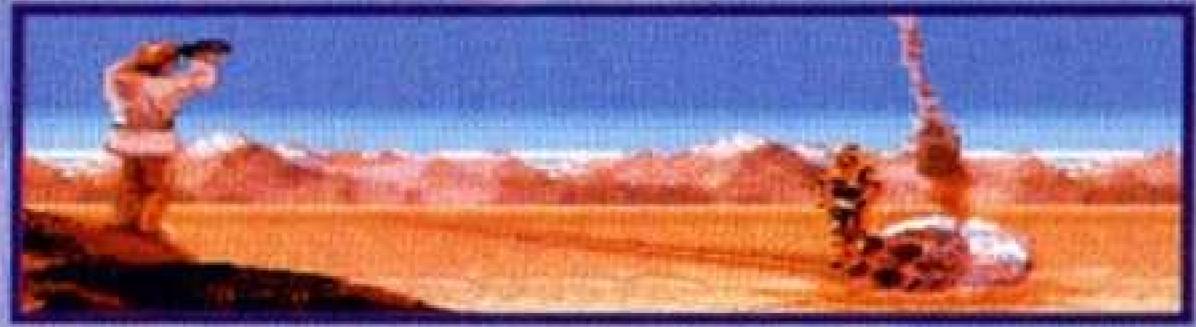
1ST DAY SCORE
Get to the Death Star

ORIGIN
Super Star Wars closely follows the plot of the world-famous, blockbusting sci-fi movie using a variety of scrolling arcade-style platform levels and 1st and 3rd person perspective 3D screens.

SUP STA WA

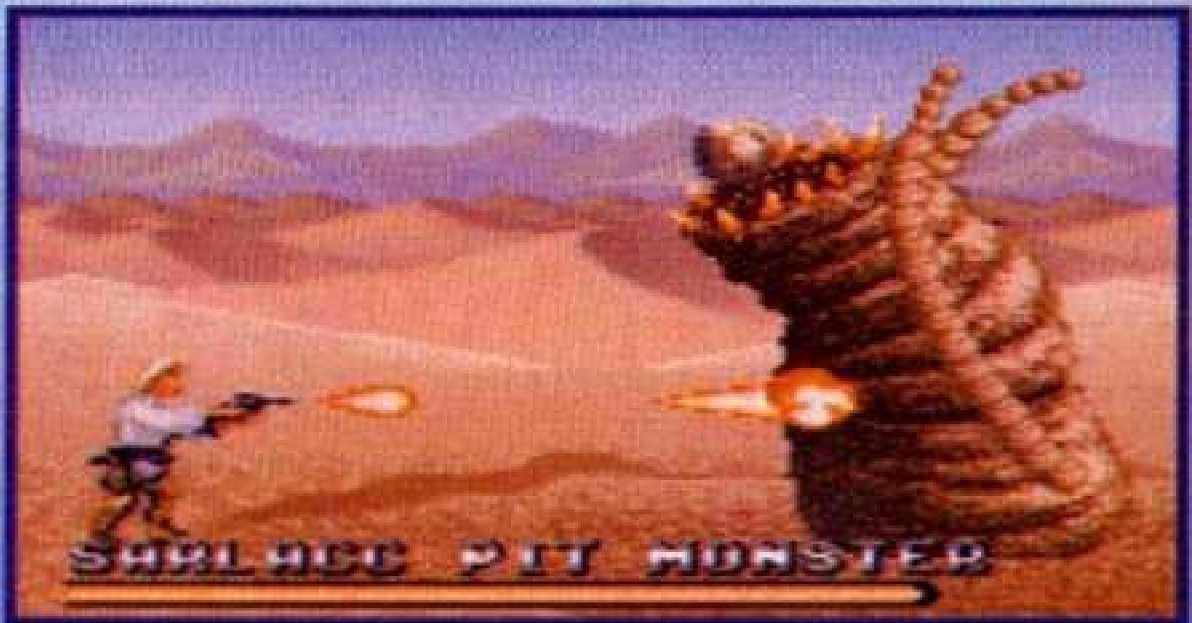
The time: long ago. The place: a galaxy far, far away. The situation: war. The two most powerful federations in the universe, the Empire and the Rebel Alliance, have been locked in combat for many years, but now the battle has taken a new twist. Having just put the finishing touches to their Death Star and with the Rebel leader Princess Leia held captive, the Empire is gaining the upper hand.

Meanwhile, in a distant galactic backwater on small, insignificant desert moon called Tatooine, a young farmer boy called Luke Skywalker has just bought two second-hand droids to help out on his ranch. Little does he know that this seemingly innocent event is the start of a fantastic adventure which will drag him into the centre of the war and eventually place the fate of the entire universe in his hands...



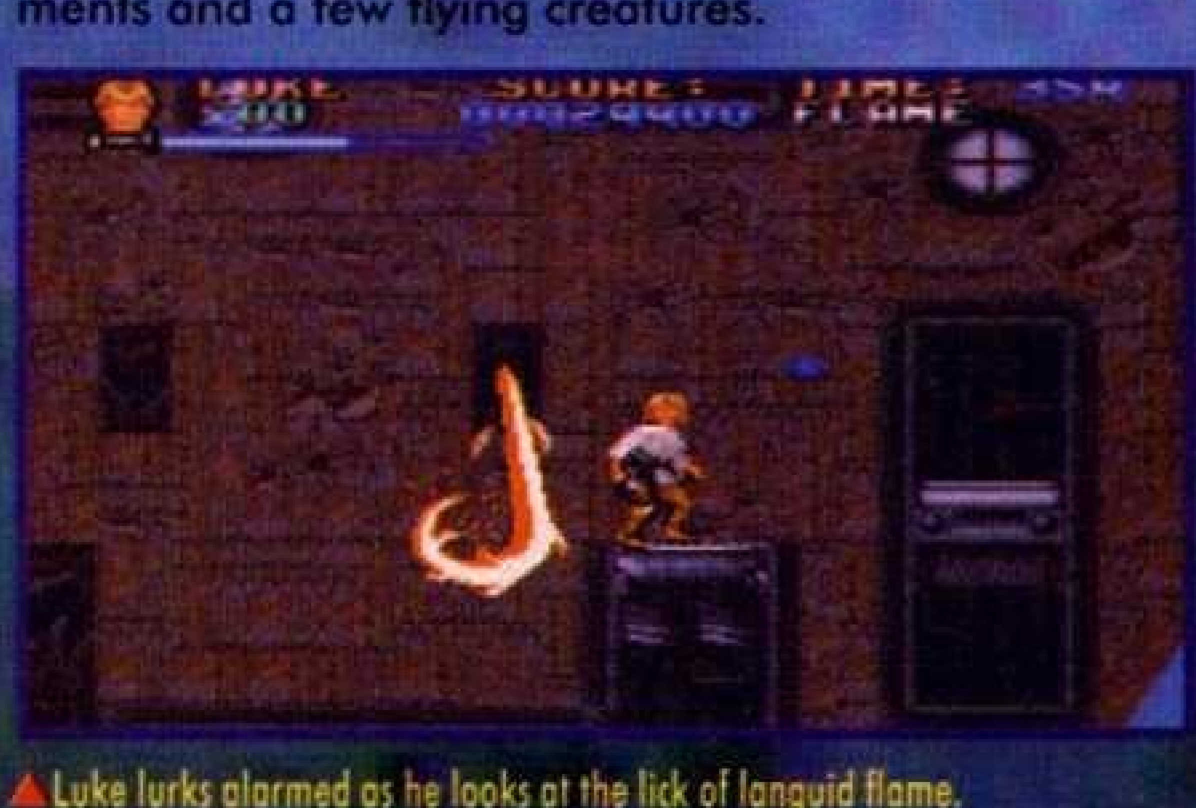
TATOOINE DESERT

THE SCENE: One of Luke's new droids, an R5-D4, has a faulty motivator unit. C3PO, the other new robot, persuades Luke to go back to the Jawas who sold him the unit and swap it for an R2-D2 unit, which just happens to be his companion.
LEVEL TYPE: Sideways scrolling platform.
OBJECTIVE: Reach the Landspeeder at the end of the level.
ENEMIES: Assorted hostile desert creatures and a giant Sarlac Pit monster on the final screen.

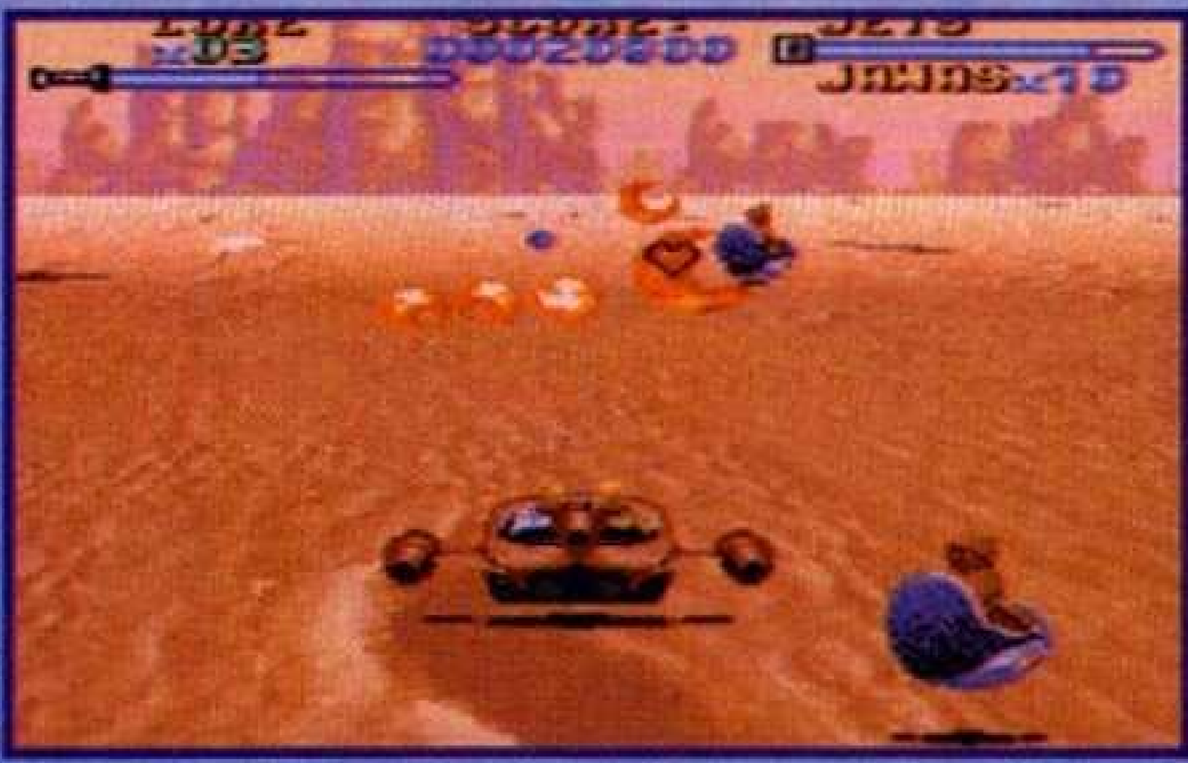


JAWA SANDCRAWLER

THE SCENE: Having reached the Sandcrawler, Luke scales up the side of the giant vehicle and attempts to gain entry.
LEVEL TYPE: Multi-direction scrolling platform.
OBJECTIVE: Jump from platform to platform and blow the entry hatch right at the top of the Sandcrawler.
ENEMIES: Red hot exhaust ports, gun emplacements and a few flying creatures.



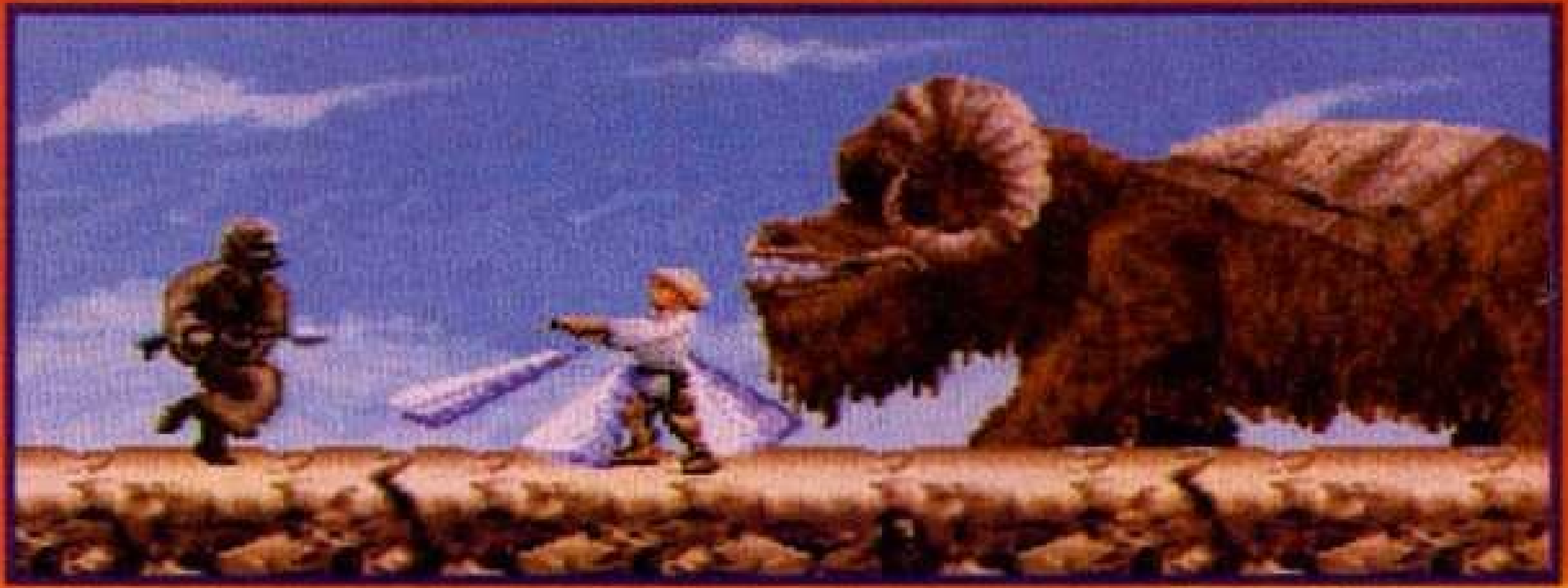
▲ Luke lurks alarmed as he looks at the lick of languid flame.



▲ Golden sands for miles around....and the beaches meet EC standards.

LANDSPEEDER PURSUIT

THE SCENE: Luke and C3PO are aboard the Landspeeder and are zooming over the desert in pursuit of the Jawas' giant Sandcrawler.
LEVEL TYPE: Third-person 3D, viewed from behind the Landspeeder.
OBJECTIVE: Shoot down the requisite number of Jawa speeder bikes and catch up with the Sandcrawler.
ENEMIES: More highly aggressive desert animals and Jawas on Speeder Bikes.

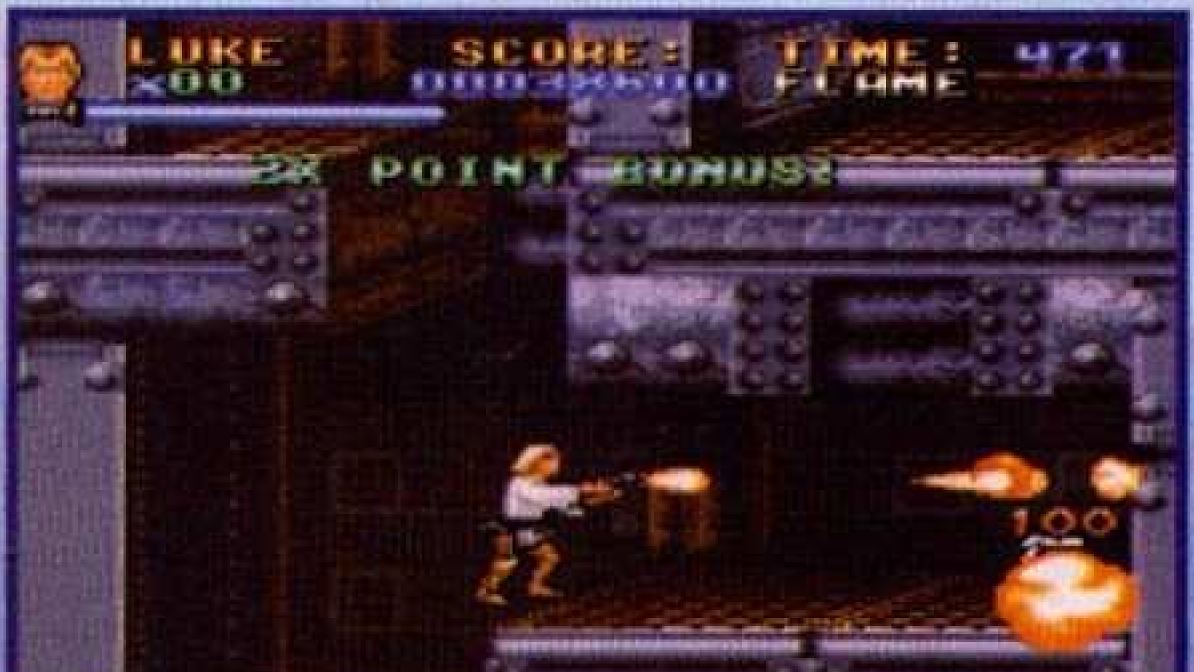


TUSKEN RAIDER COUNTRY

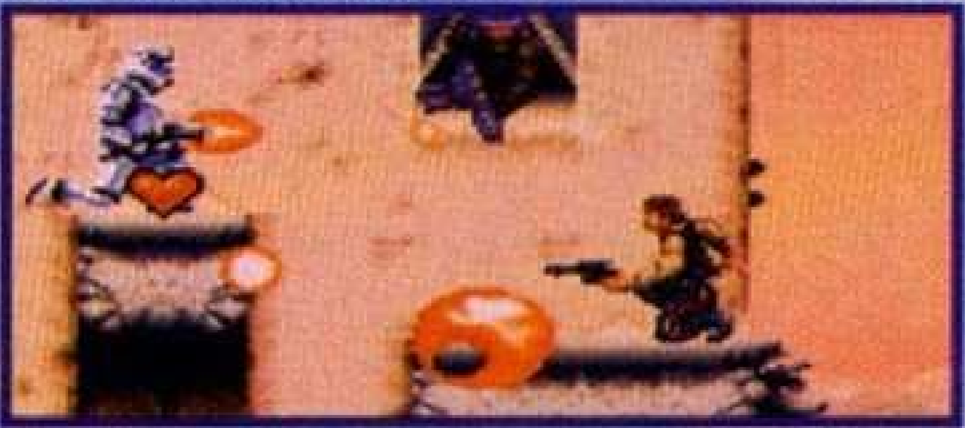
THE SCENE: R2 reveals that he is the property of Ben 'Obi Wan' Kenobi and should be taken to him.
LEVEL TYPE: Multi-directionally scrolling platform.
OBJECTIVE: Traverse the vast and hazard-packed desert, defeat the Tusken raiders and find Obi Wan.
ENEMIES: Hordes of Tusken Raiders, giant Banthas, desert creatures, terminal drops, crumbling rocks and platforms and a giant Wamp Rat at the end of the level.

THE BELLY OF THE SAND-CRAWLER

THE SCENE: Inside the Sandcrawler, Luke explores its labyrinthine depths in an attempt to find R2-D2.
LEVEL TYPE: Sideways-scrolling platform.
OBJECTIVE: Dodge the hazards, locate and rescue R2.
ENEMIES: Large pieces of machinery, laser-toting Jawas, bombs, gun emplacements, pits of red-hot lava, spikes and a giant lava beast at the very bottom of the Sandcrawler.



Shoot that pistol inside the Sandcrawler, my son. You've got the gear.

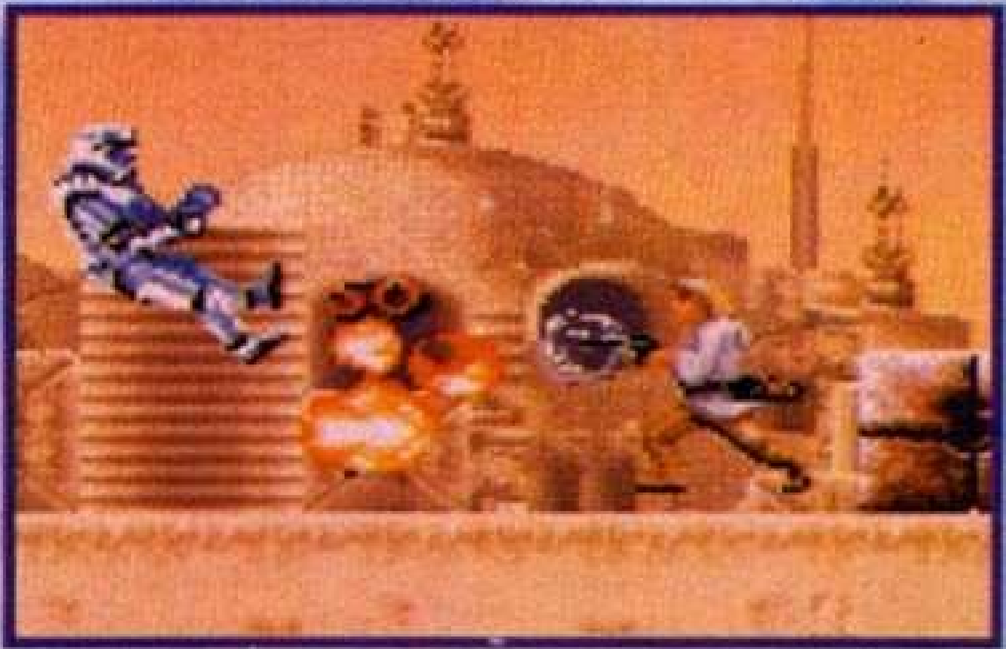


RACE TO MOS EISLEY

THE SCENE: Obi Wan explains that he has to leave Tatooine and join the Rebel cause.
LEVEL TYPE: Third-person 3D, viewed from behind the Landspeeder.
OBJECTIVE: Shoot down a specific number of Speeder Bike-riding Jawas and fly to Mos Eisley Spaceport.
ENEMIES: Desert creatures, landscape hazards and desert creatures.

MOS EISLEY

THE SCENE: The only person who can fly the heroes from Tatooine is Han Solo, and he is somewhere in Mos Eisley.
LEVEL TYPE: Sideways scrolling platform.
OBJECTIVE: Locate Chewbacca, Han Solo's companion and find out where Han Solo himself is located.
ENEMIES: Battalions of Stormtroopers toting guns, leaning out of windows and lurking in gun emplacements.



Stand in my way, and I'll blow you away.

COMMENT

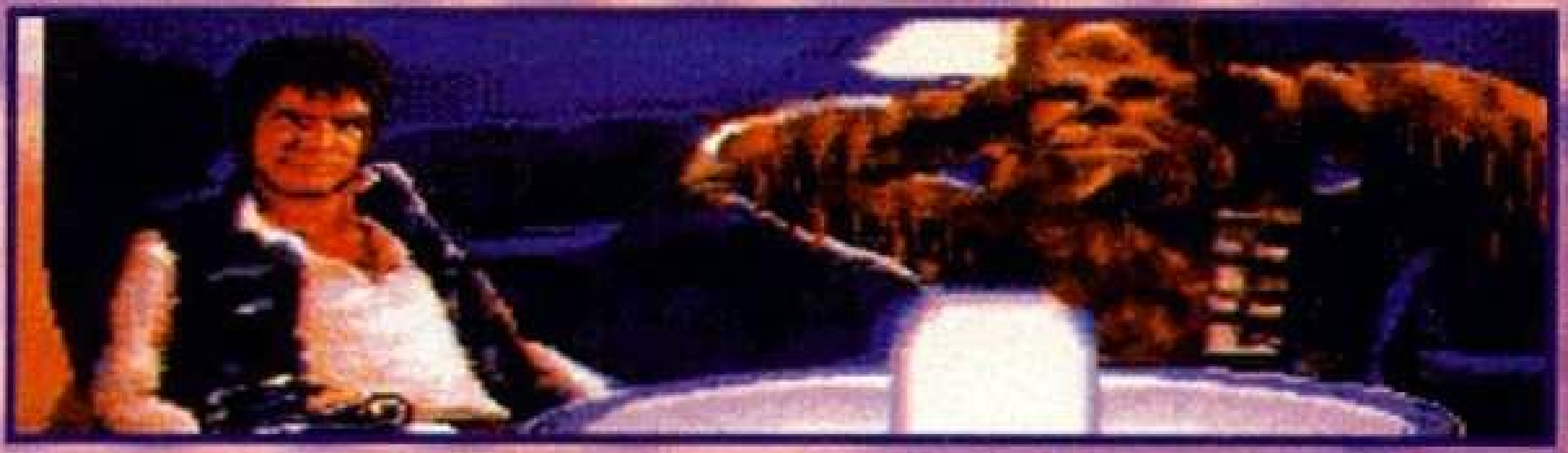
TIM

You should have seen the jaws drop in the NMS games room when Super Star Wars was first unveiled to us a few moons ago! At the time I wondered whether this was all just bells and whistles, but no - Super Star Wars really is as good as it looks and very nearly as good as it sounds! The graphics are nothing short of excellent, and the look of the film is very well captured. Sound, though, is where Super Star Wars will blow your head off! Hook this sucker up the stereo and you'll think there's an orchestra in the bedroom! The game itself is wickedly tough - the sand crawler sequence just bordering on annoyingly difficult - and there's an awful lot of play on this cart. Overall this gets the complete thumbs up all round, so stop faffing about and get it NOW.

How To Control During the platform-based sections, the pad oversees Luke's assorted jumps, ducks, and running. However, during the 3D scenes, the pad adopts control of whatever the player is currently piloting, raising altitude and so forth.

A	WEAPON SELECT	X	SPECIAL
B	JUMP	Y	FIRE
L/R	NOTHING	S	**SELECT BUTTON:** NOTHING **START BUTTON:** PAUSE

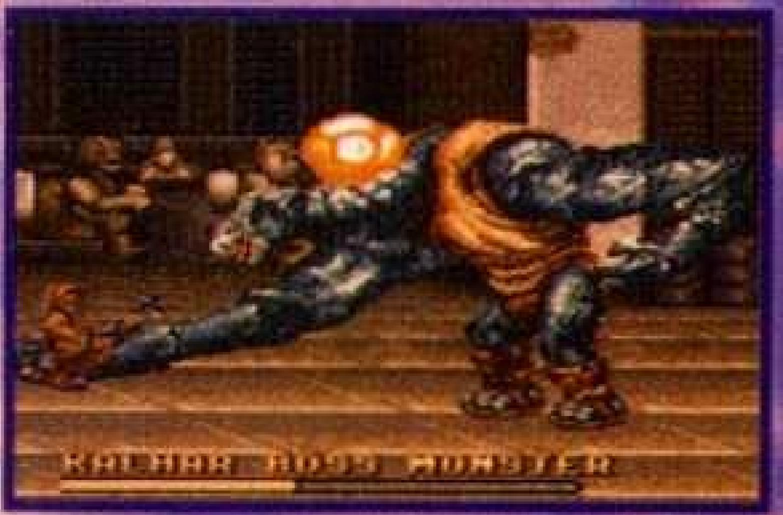
How To Play Guide Luke and his band of heroes through a variety of arcade-style platform and 3D levels. Lives are represented by an energy bar which diminishes every time the character is hit. When the bar reaches zero a life is lost.

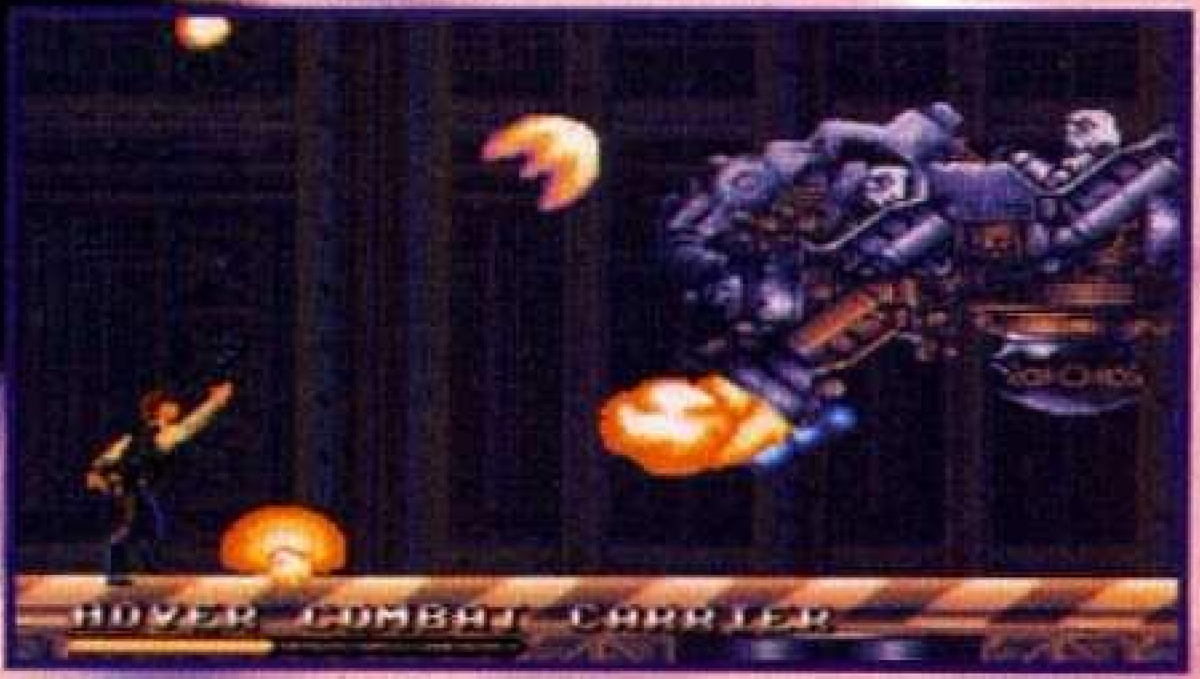


Lazing out in the cantina, Han Solo lives on the edge - he even gets a table before he's bought a burger!

THE CANTINA

THE SCENE: Han Solo is languishing inside the Mos Eisley Spaceport cantina, which is also packed out with all sorts of space pirates and bounty hunters.
LEVEL TYPE: Short scrolling platform.
OBJECTIVE: Beat off attacks from all-comers and reach Han Solo, who's sitting in the rear of the bar.
ENEMIES: Bounty hunters, space pirates and a giant space creature who wants to make mincemeat of the heroes.





MOS EISLEY SPACEPORT

THE SCENE: The band of heroes assembled, it's time to blast off into space.
LEVEL TYPE: Multi-direction scrolling platform.
OBJECTIVE: Fight through the Stormtrooper-patrolled spaceport and reach the Millennium Falcon, Han Solo's spaceship.
ENEMIES: All manner of highly dangerous machinery, automatic defence droids, Stormtroopers with a wide variety of offensive weaponry and a large Hover Combat Carrier which guards the hanger door to the Millennium Falcon.

THE DEATH STAR

THE SCENE: Blasting off to the Rebel base at Alderaan, the heroes arrive to find that the entire planet has been destroyed by the Death Star. Things take a turn for the worse when they're pulled inside the Death Star by its powerful tractor beam.
LEVEL TYPE: Sideways scrolling platform.
OBJECTIVE: Find Princess Leia, who's being held captive somewhere inside the Death Star.
ENEMIES: Hazardous machinery, Stormtroopers, low-flying Tie-Fighters, enemy droids, automatic defence systems and, at the end of the level, the Detention Guard boss.

HAN
SCORE
TIME
RAPID ION

▲ Salt, mustard, vinegar, pepper...

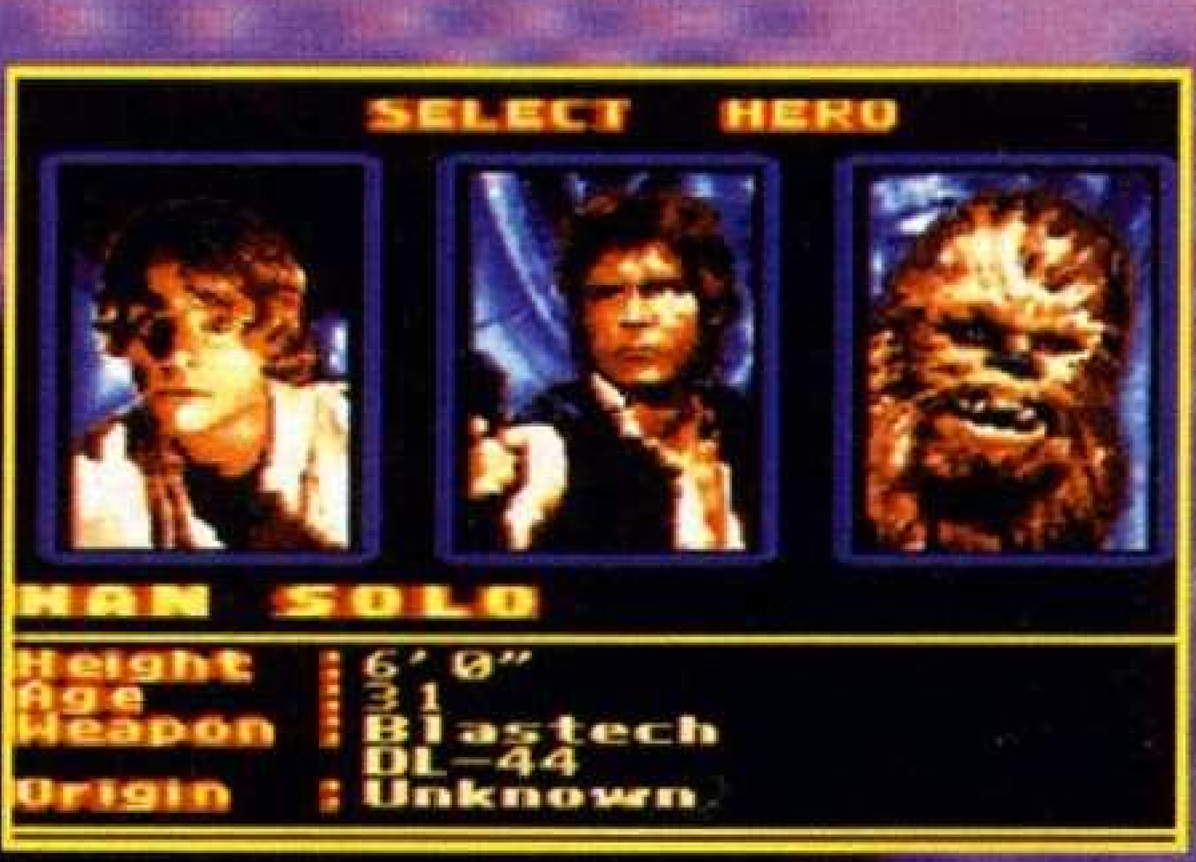
THE HEROES

LUKE SKYWALKER: The main hero. He carries two weapons: a laser pistol and a Light Sabre, which is extremely useful in close-quarter combat.
HAN SOLO: Athletic space pirate who carries a powerful laser pistol which is ideal for taking out hordes of enemies.
CHEWBACCA: Han Solo's second-in-command. Carries a highly effective laser crossbolt which is great for general combat.

▼ Guest starring the glass elevator from The Towering Inferno (starring Steve McQueen.)

DEACTIVATE THE TRACTOR BEAM

THE SCENE: Princess Leia is rescued, but the heroes cannot escape the Death Star!
LEVEL TYPE: Multi-direction scrolling platform.
OBJECTIVE: Deactivate the Death Star's tractor beam.
ENEMIES: More Stormtroopers, droids and machinery, plus the very dangerous tractor beam defence system.



SELECT HERO

HAN SOLO

Height : 6'0"
Age : 31
Weapon : Blastech DL-44
Origin : Unknown

COMMENT

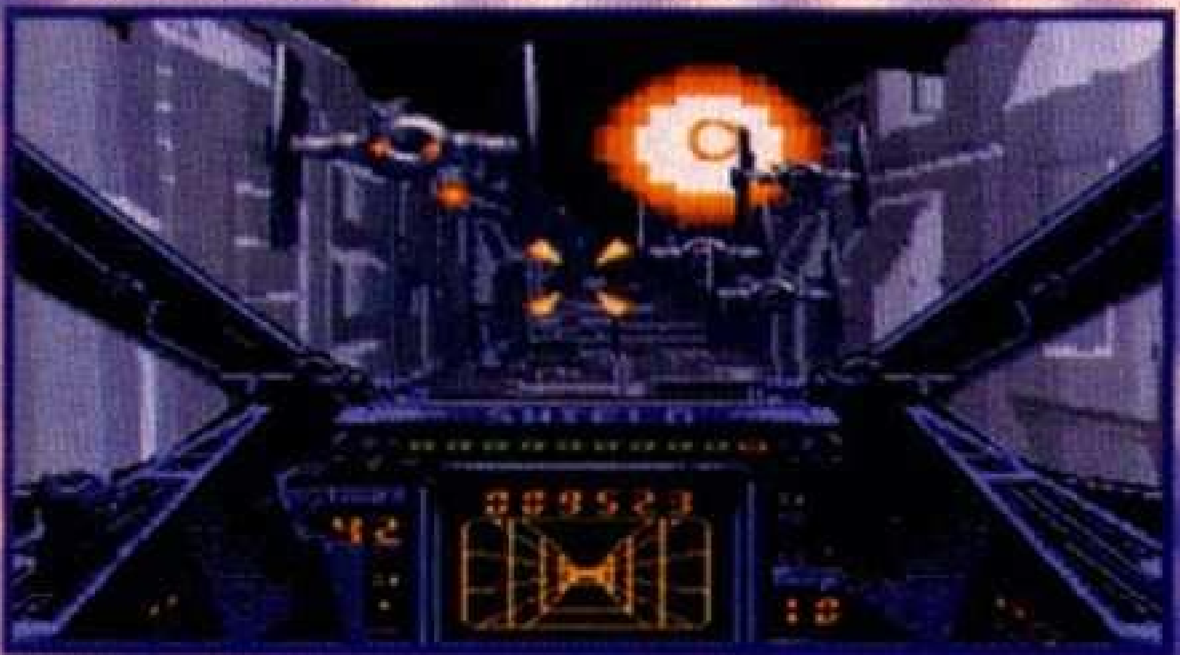
JAZ

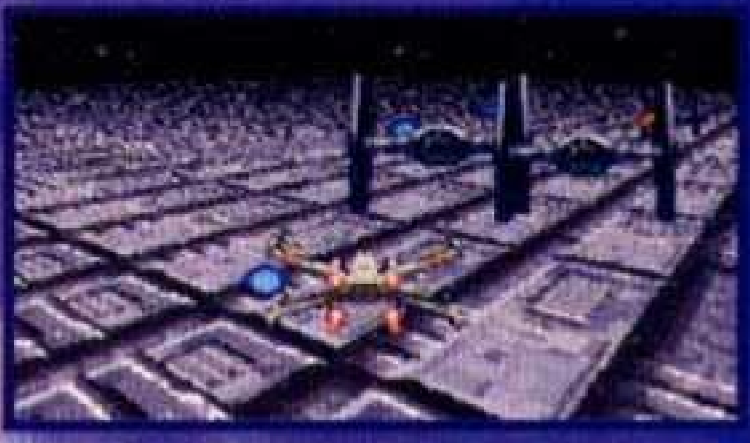
Taking only minor liberties with the plot of the film, Super Star Wars is a milestone in movie tie-ins which shows just how this type of game should be done. The best soundtracks and spot effects ever heard on Super NES combine with graphics and stunning cut sequences which clearly represent scenes and characters from the film to create a real feeling of playing the movie! The different game styles adds variety and although the bulk of the game is rather unoriginal platform action, it's done so brilliantly that you get totally wrapped up in the action and just keep on playing. It's a pretty tricky game to play, and even the finest players will have their work cut out beating the evil Empire, especially on the top difficulty setting. To be honest, when I first finished the game I didn't think I'd go back to it again, but a couple of weeks later I found myself drawn back to it to play it all the way through - and believe me, there are very few games that have had that kind of effect on me. Super Star Wars ranks as one of my favourite Super NES games, and if I didn't own it already I'd be hurtling down to the shops now to buy it.

FIGHT ABOVE THE DEATH STAR

THE SCENE: Making good their escape, Luke joins the Rebel force as an X-Wing pilot and joins the final assault on the Death Star.
LEVEL TYPE: Third-person 3D, viewed from behind the X-Wing.
OBJECTIVE: Shoot down enough Tie-Fighters and gun towers to initiate the trench run.
ENEMIES: Tie-Fighters.

▼ The trick is to aim for the missiles, not the fighters.





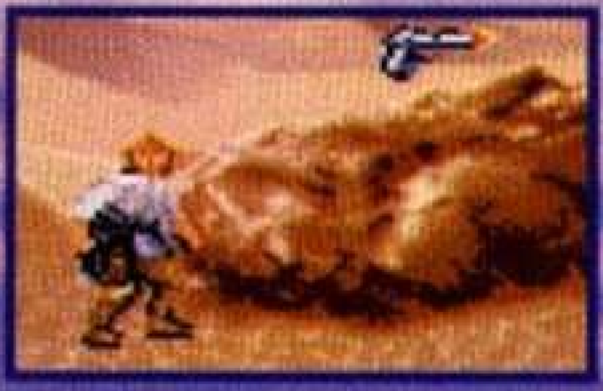
▲ Double Tie fighter trouble.

FINAL TRENCH RUN

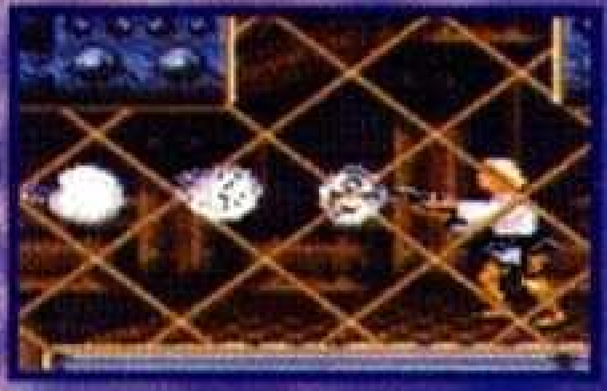
THE SCENE: The final attack!
LEVEL TYPE: First person 3D, viewed from inside the cockpit of the X-Wing fighter.
OBJECTIVE: Drop two proton torpedoes into the exhaust port at the end of the trench to destroy the Death Star.
ENEMIES: Tie Fighters, Darth Vader's personal Tie Fighter and laser ack-ack fire.

POWER-UP THAT LASER

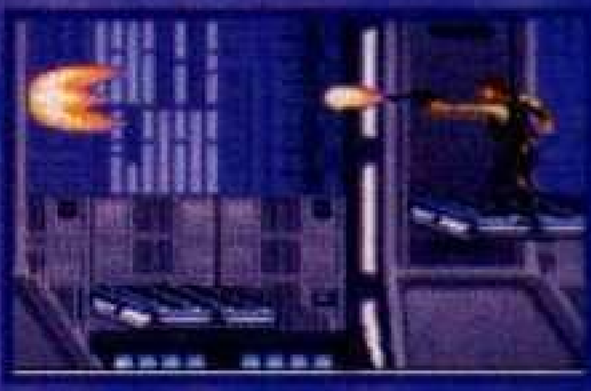
Luke, Han and Chewie all have laser guns which are powered up every time a weapon icon is collected. Fortunate, really, since when they start out their guns are particularly feeble. A few icons are all that's required to reach decent blasting power, the next icon grants homing lasers (the best weapon of the lot) and the one after gives top level laser power, a straight-line, but very wide highly destructive blast.



▲ Is it a blaster I see before me?



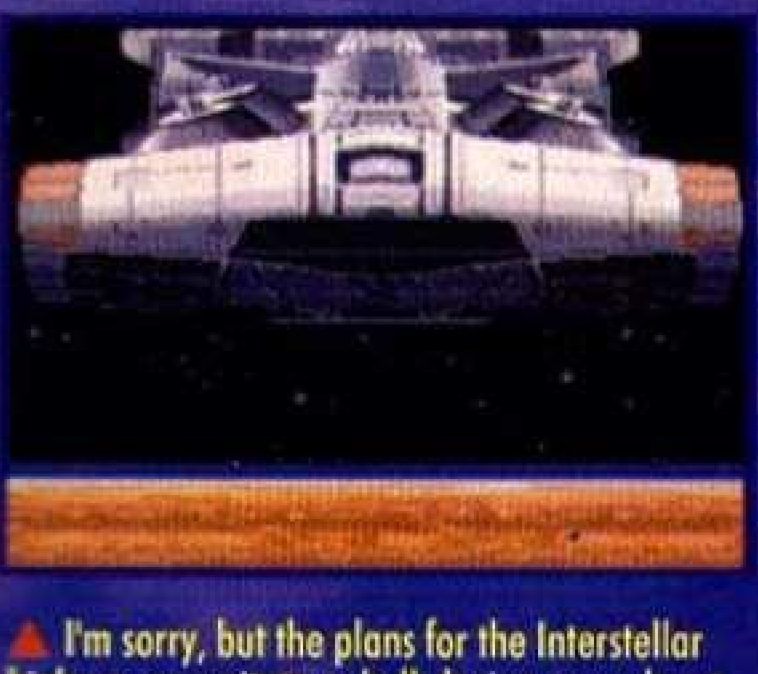
▲ Homing shot - very tasty



▲ Power up to the 5th degree.

PICK ME UP!

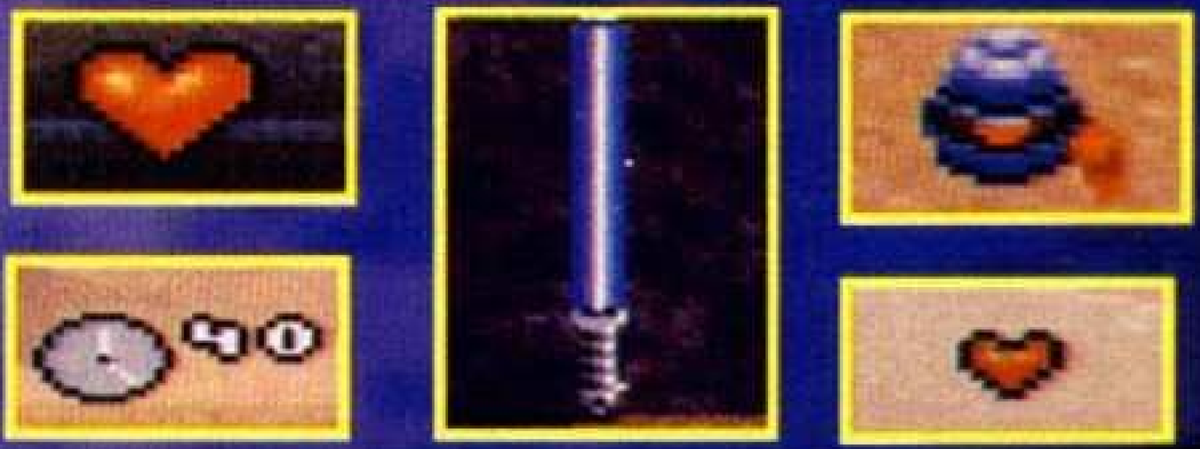
When most enemies are dispatched, they leave behind an icon which is picked up to the benefit of the hero. Small hearts add a little energy to the hero's life bar, while a big one gives it a huge boost. Timer icons add extra time to the ever-decreasing counter, while blaster power-ups boost offensive power. There are also bonus score icons, extra lives and, during the Landspeeder sequences, extra Landspeeder fuel.

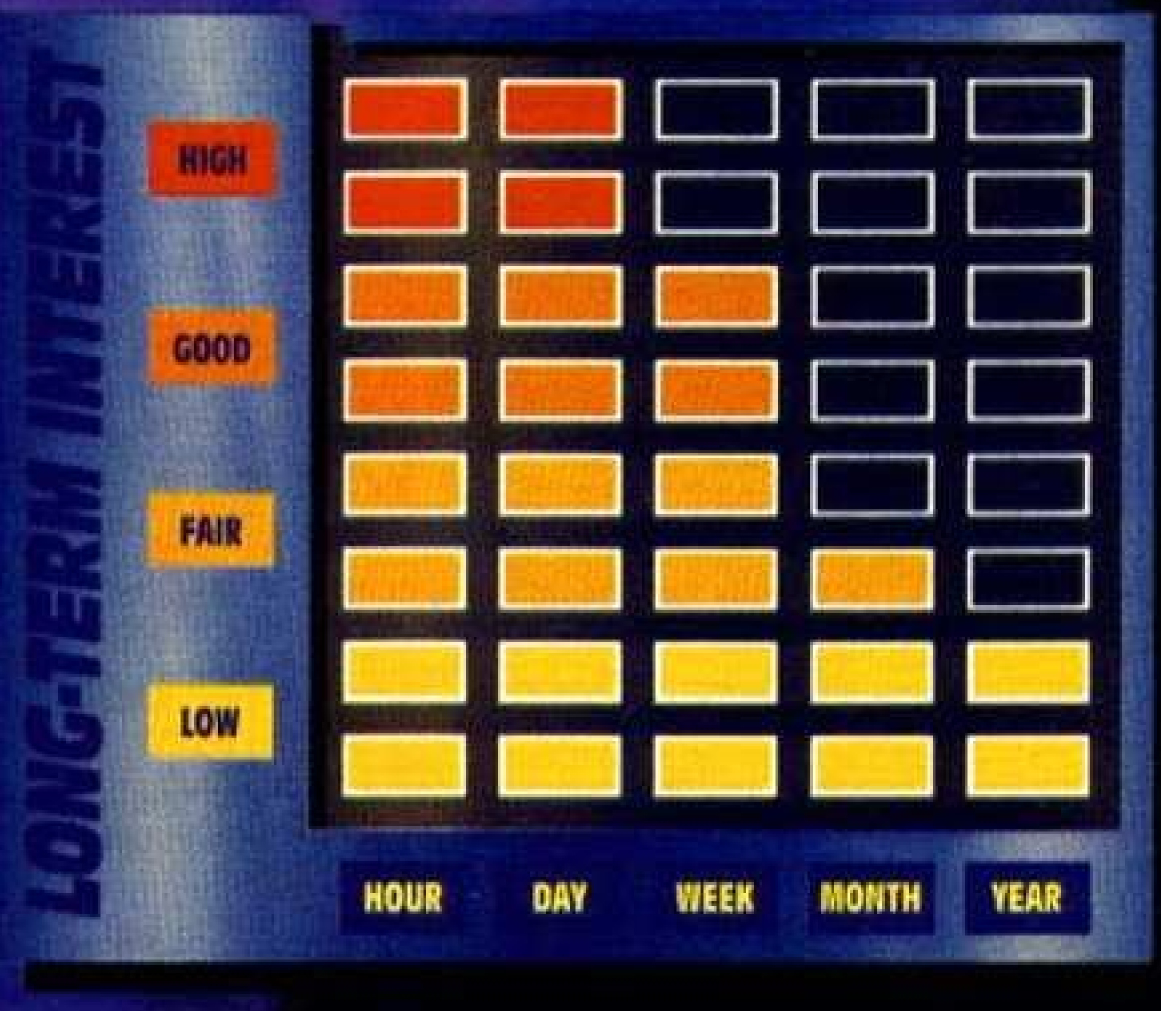


▲ I'm sorry, but the plans for the Interstellar highway necessitate us bull-dozing your planet. Don't Panic.

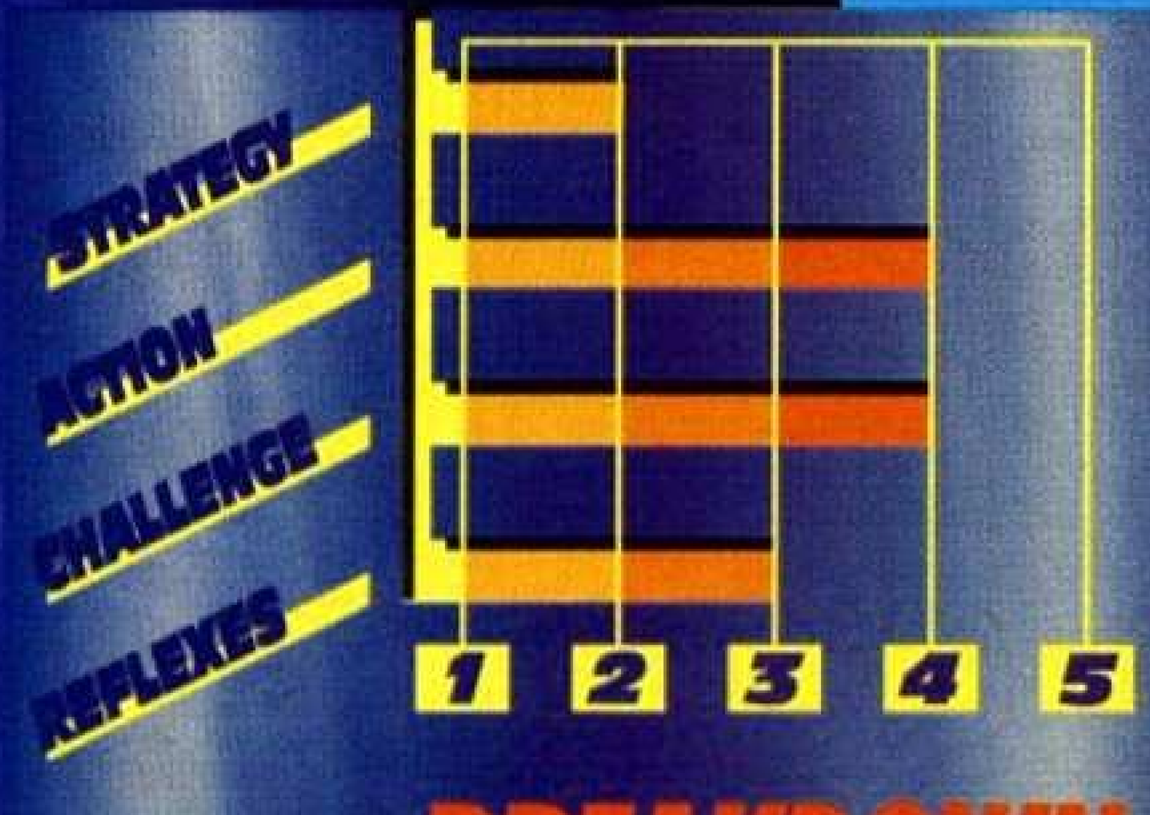
MUSIC, MAESTRO

Super Star Wars features an utterly stunning soundtrack which is taken directly from the film. On the title screen is an excellent rendition of the theme tune, and during the game you have all the incidental music plus the infamous cantina track.





RATINGS



BREAKDOWN

PRESENTATION

91

▲ Excellent cut-screens, configure joypad mode and three difficulty levels.
▼ No music sound test mode. Double boo with side salad!

GRAPHICS

95

▲ Outstanding sprites, gorgeous backdrops and marvellous still screens make this a visual feast.
▼ The 3D is a bit jerky on the Death Star trench run.

SOUND

96

▲ The best music ever heard on Super NES, with outstanding renditions of all the film's tunes and superb sound effects.

LASTABILITY

90

▲ This is a big and tough game, and the three difficulty settings make this one you'll be playing for weeks.
▼ The end sequence is the worst part of the game.

PLAYABILITY

95

▲ The beautifully balanced difficulty and clear objectives swiftly draw you into the action.
▼ Difficult to stop playing once you've started(!)

OVERALL

Super Star Wars makes full potential of its licence and the end result is the best-looking, most impressive sounding and playable movie tie-ins ever seen on the Super NES.

93

GAMEBOY

1
PLAYER

1
MEG

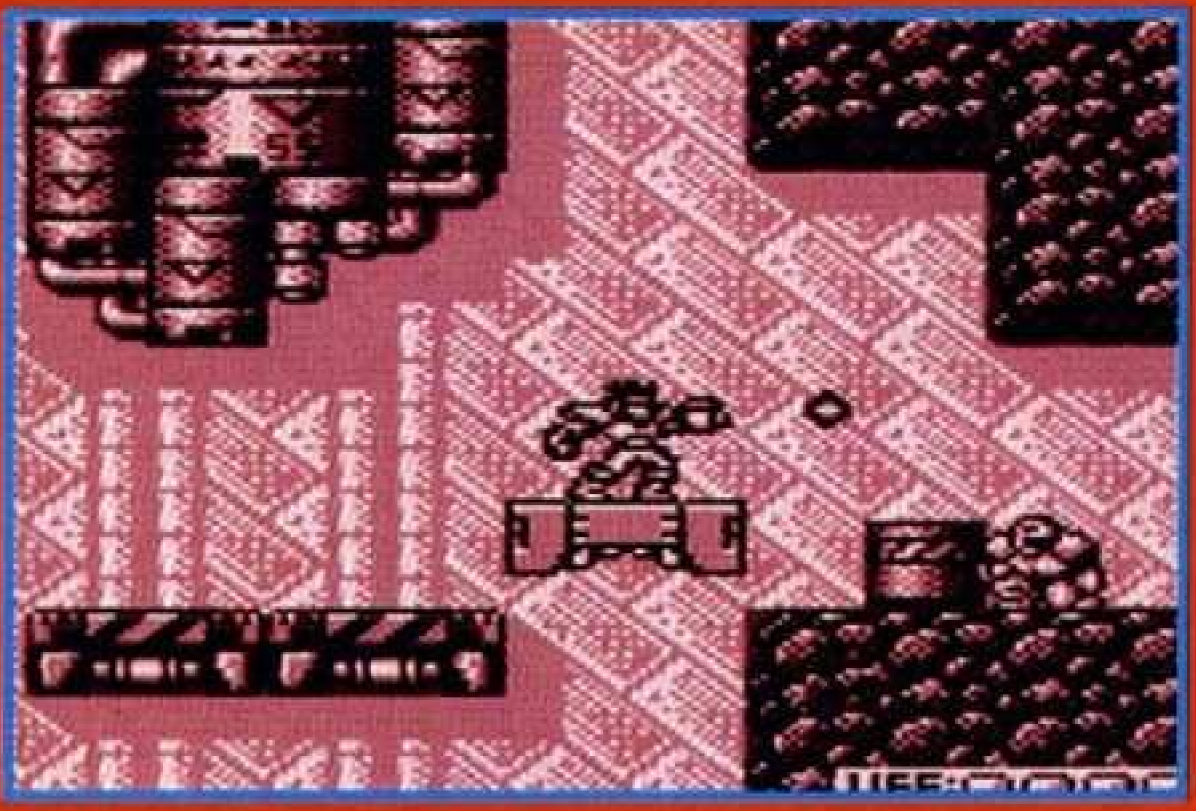
PLT
GAME

Bionic Commando
TM
☞ START
PASSWORD
© CAPCOM 1992
© CAPCOM U.S.A., INC.
1992

PRICE:£24.99
BY:CAPCOM

RELEASE
TBA
CONTROL
JOYPAD
GAME DIFFICULTY
MEDIUM
CONTINUES
SCORE DEPENDENT
SKILL LEVELS
ONE
RESPONSIVENESS
SWINGING
1ST DAY SCORE
MISSION FIVE COMPLETE
ORIGIN
Bionic Commandos is an aging two-player coin-op from Capcom. There is a conversion of the game available for the NES, but it's quite different from the original game, which this conversion follows more closely.

The fiendish Director Wiseman and his minions, the Doraize Army, have devised a wicked plot. Subtitled the "Albatross project", its evil intent is to cleanse the World of 'inferior beings' - sound familiar? The Bionic Commandos are having none of this and dispatch their top trooper, Super Joe, to foil their plan. Unluckily, Super Joe gets himself captured. Silly old Joe. So now it's down to the Bionic Commandos' other top trooper, Rad Spencer, to rescue Joe and defeat Wiseman, his army and, of course,ensure the demise of the demonic Albatross Project. Putting everything he learned at Commando school into practice and using his extendable bionic arm, Rad infiltrates the Doraize HQ. His task is to tap into the Doraize communications network and obtain the necessary information to put a stop to the devastation, then rescue the beleaguered Joe. The entire Doraize Dukedom has been briefed to stop the rescue attempt, many of its subjects are at least twice the size of young Rad! It is a daunting task to say the least. Though it is a difficult mission, only you are strong enough to help him pull through.



▲ Rad takes the lift and is about to get caught unawares by that chap hiding behind the barrel. Lucky he's got a big gun eh?

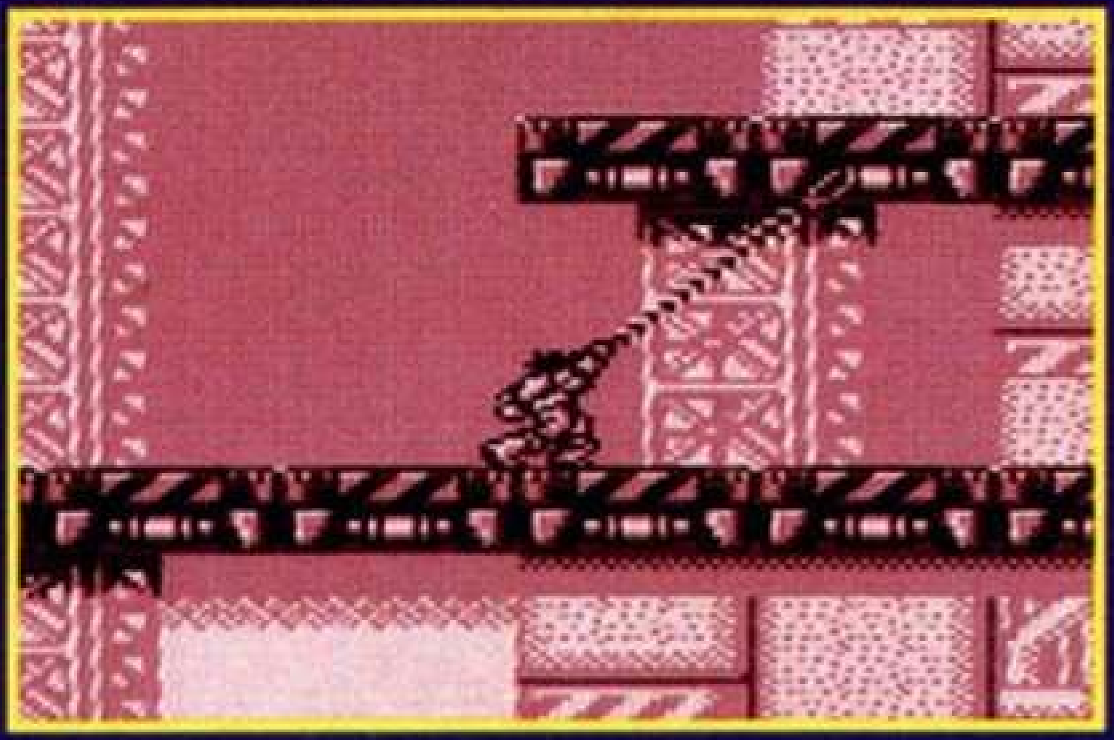
How To Control Move Rad by pushing left and right on the D-pad. Either that or recite a touching story. If you'd like him to crouch then push the D-pad down. Pushing left or right also controls the way that he swings on his arm and pressing down releases his grip. .

A	FIRE
B	BIONIC ARM OPERATION
S	**SELECT BUTTON:** NO FUNCTION
S	**START BUTTON:** LIGHT A FLARE

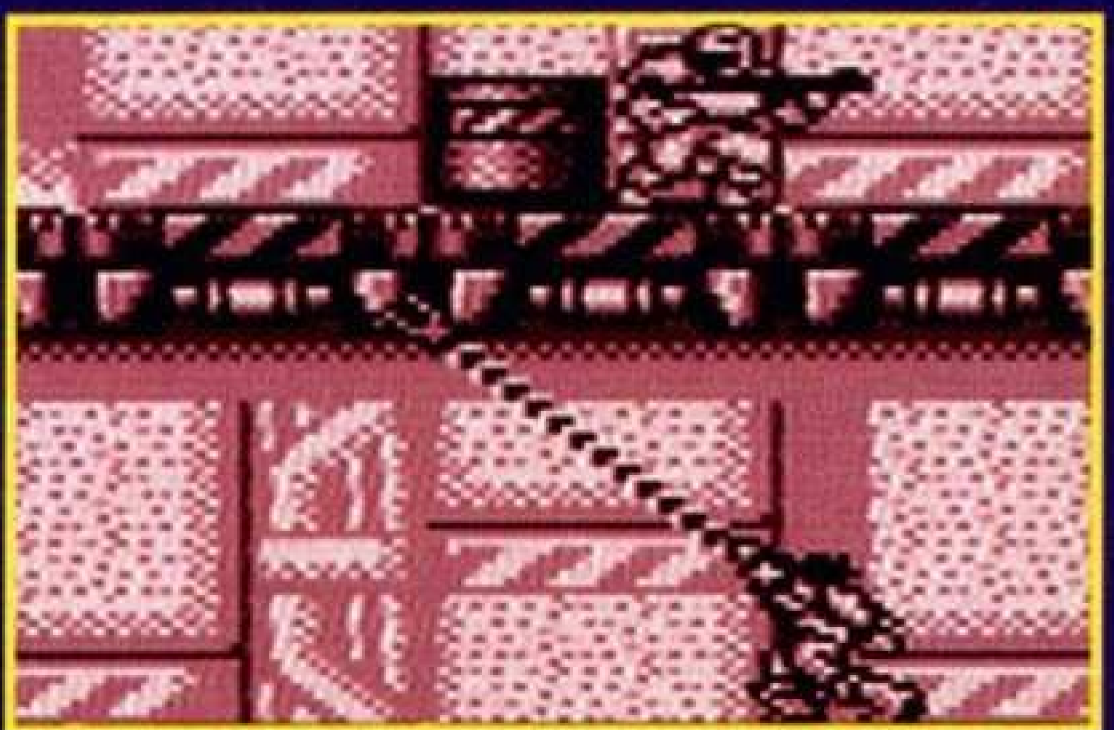
How To Play Assist Rad Spencer, the Bionic Commando, in his mission to save Super Joe. Access platforms by swinging on his extendable bionic arm.

ARM A-SWINGIN' KINDA GUY

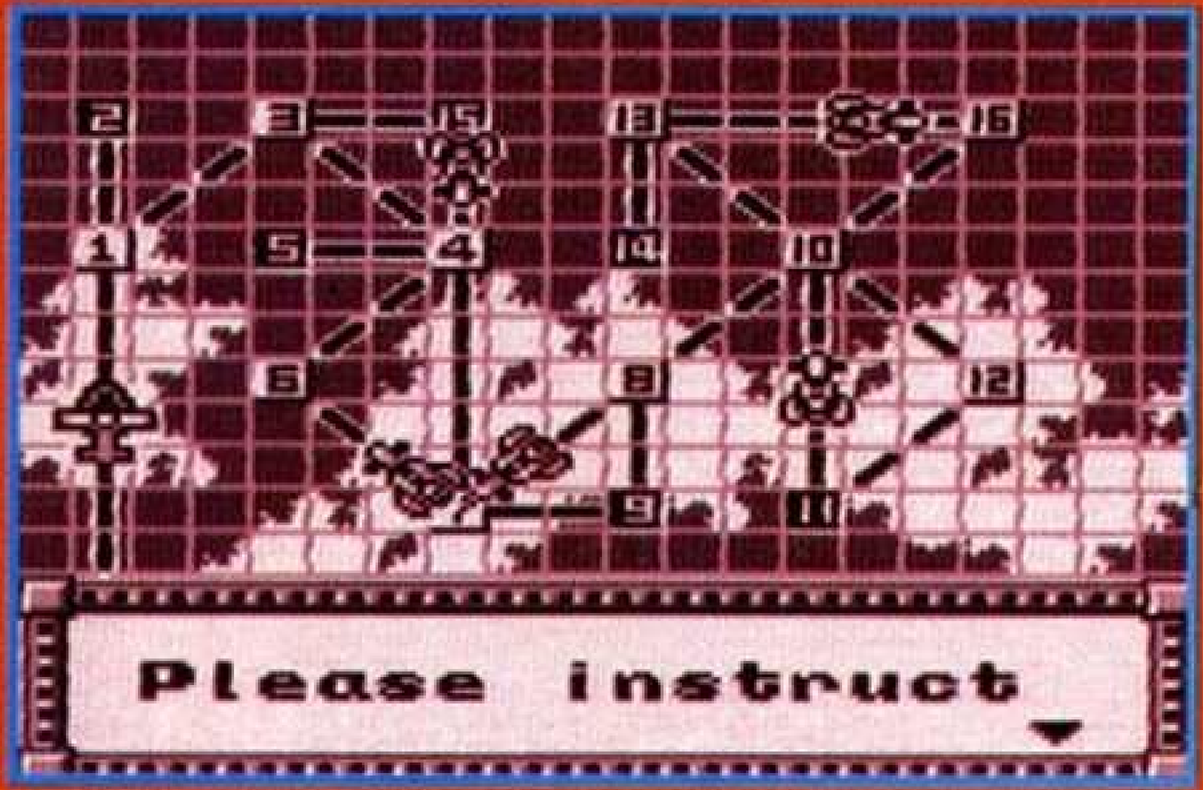
Being a Bionic Commando has its advantages! The FF Corps are all equipped with an amazing extending arm that acts as a grappling hook and also enables the commando to punch the oppositions' lights out from a distance. This is the means by which they gad about. They are, after all, too heavy to jump and so any obstacles or great divides are overcome by swinging around in this way. Extendable arms are also useful for clambering over high up ledges. As the game progresses so the obstacles get tougher and much consideration is necessary to get from A to B.



▲ Rad gets to grips with his situation.

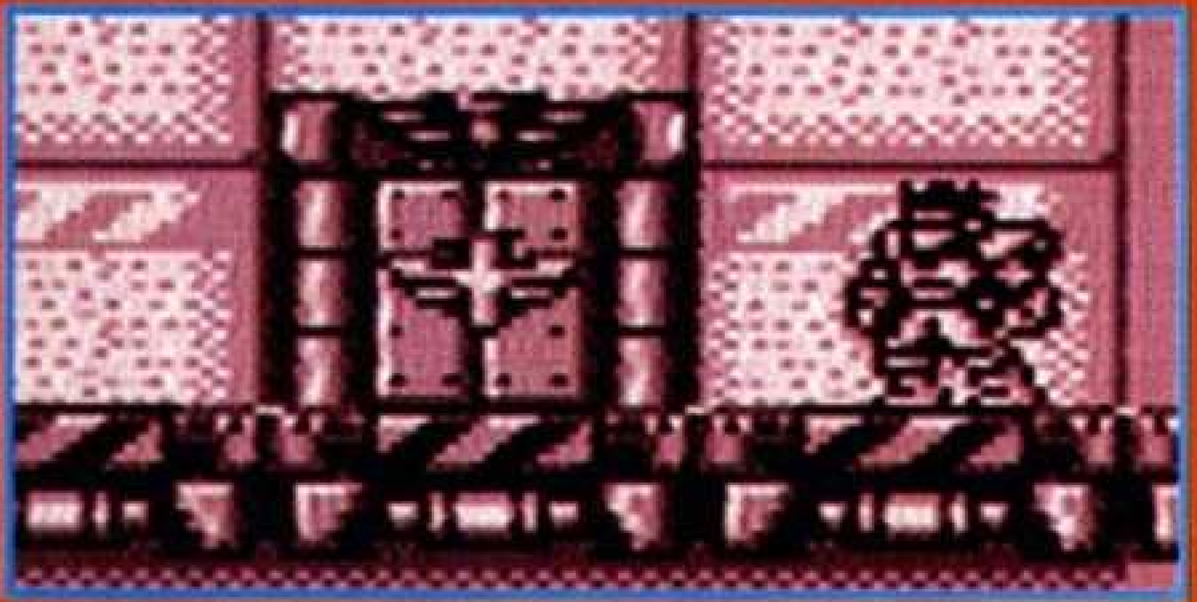


▲ If he's lucky, Rad'll be able to surprise that guard!

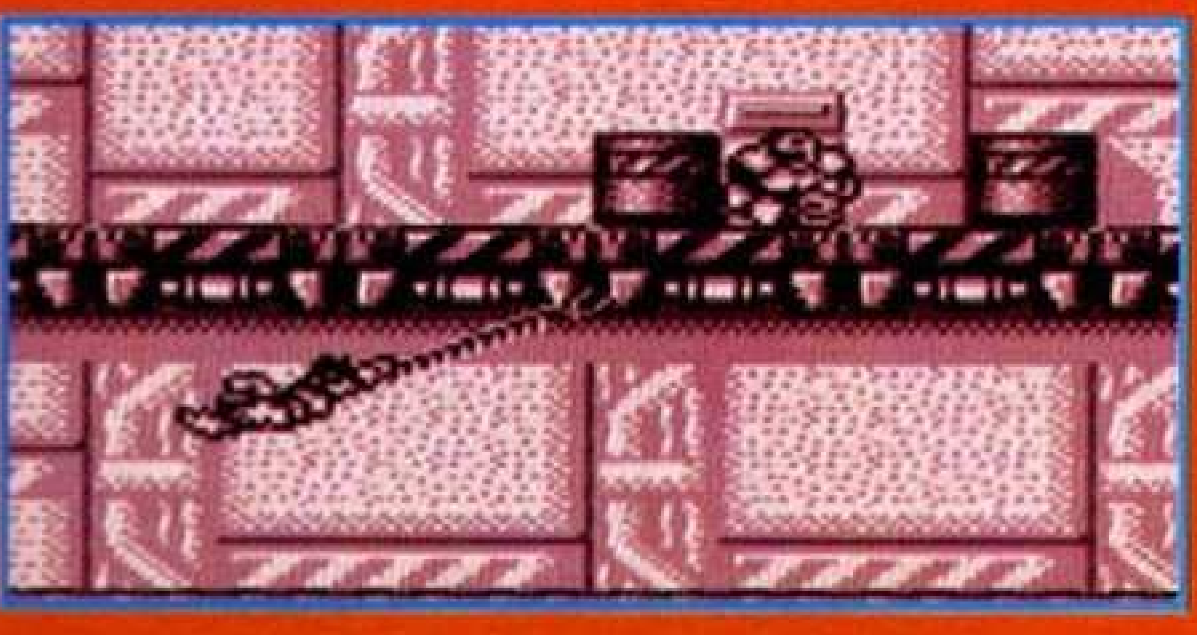

Please instruct

ENEMIES!

It is possible to observe the movement of the enemy on the strategy screen. Rad always has the choice of transferring to another position or descending to the mark on which Rad, represented by his helicopter, is currently on. However, if Rad's helicopter crosses paths with the enemy transportation, represented by futuristic aircraft, then a red alert is sounded and Rad is rushed to the battlefield. These battles take place in a forest or at a secret submarine harbour. If ever Rad is likely of losing much energy it's in these situations!



▲ A locked door eh? Well we'll soon see about that! Hah, hah!!



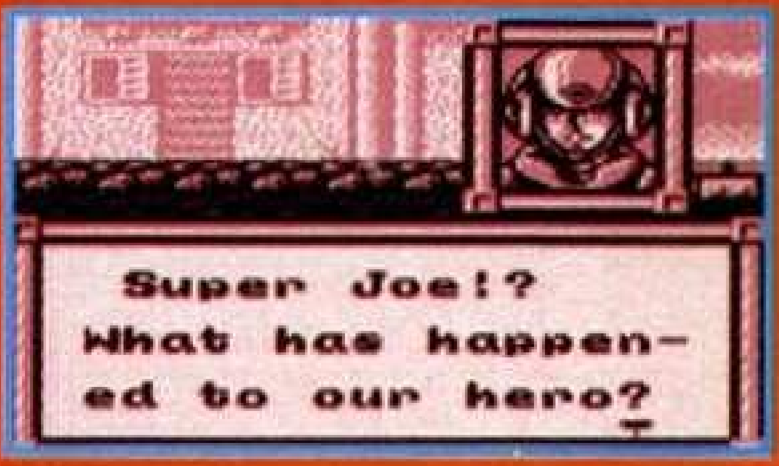
COMMENT

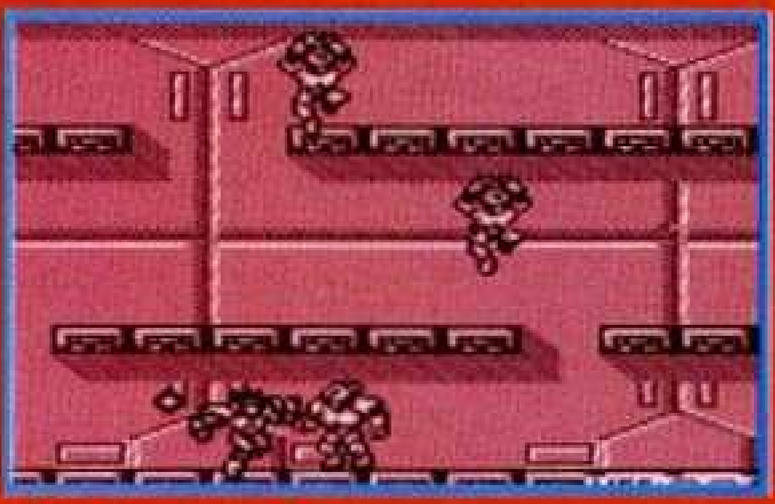
RAD

Being a fan of Bionic Commandos - not at all because they pinched my name - I've been looking forward to the Game Boy conversion for quite a while. Capcom had their work cut out converting all the arm-swinging, sprite blasting playability of the original, but somehow they've managed to capture the essence of the game and turn in one of the better hand-held carts of the recent high-quality bundle. There are a couple of faults however, the game moves so quickly the screen tends to blurr, but thankfully it's not that bad and what could have been a disaster remains just a minor niggle. Sound could have been better too, but hey - you can always turn the volume down! Like many Capcom titles, gameplay is its greatest strength, and the extendable arm really does add a new dimension to the platform romps we've become used to. Initially uninspiring, Bionic Commandos grows on you quickly and soon proves a mainstay of your cart collection. Fans of the coin-op and anyone looking for a solid blaster should give this a spin.

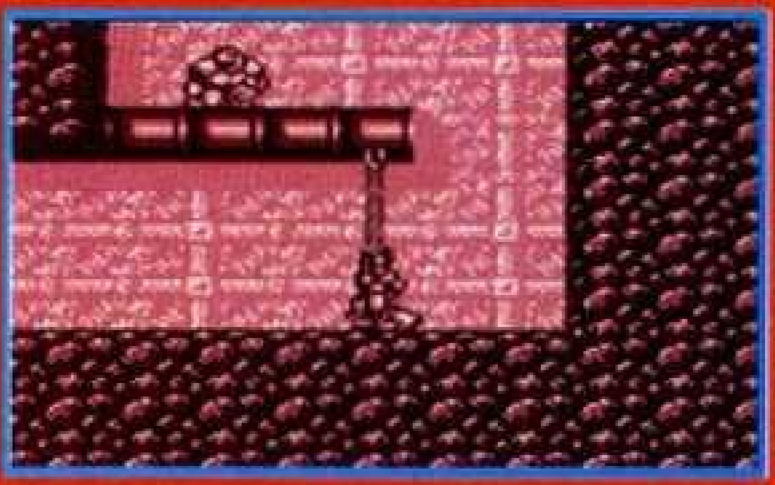
FRIENDLY FIRE

Certain areas on the map are reserved as neutral. This means that a request is always made from the patrolling guards to refrain from firing in the name of peace. If Rad complies with the rules then he can look forward to collecting some useful items to help in his mission, an extra life or a helpful video transmitter for example. If not then the siren sounds and an entire regiment of troops rush onto the scene to sort him out.


Super Joe!?
What has happen-
ed to our hero?



▲ No Fear! No Pain!



▲ Shh! This could be tricky, if I can just.....

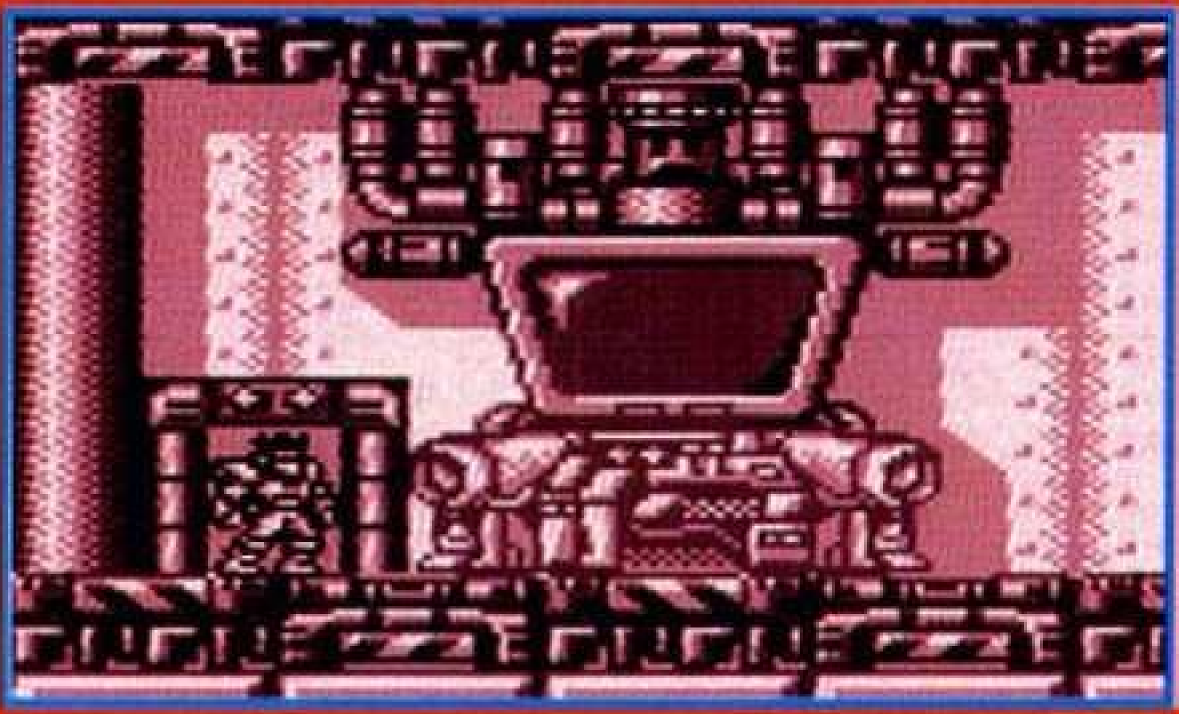
COMMENT

PAUL

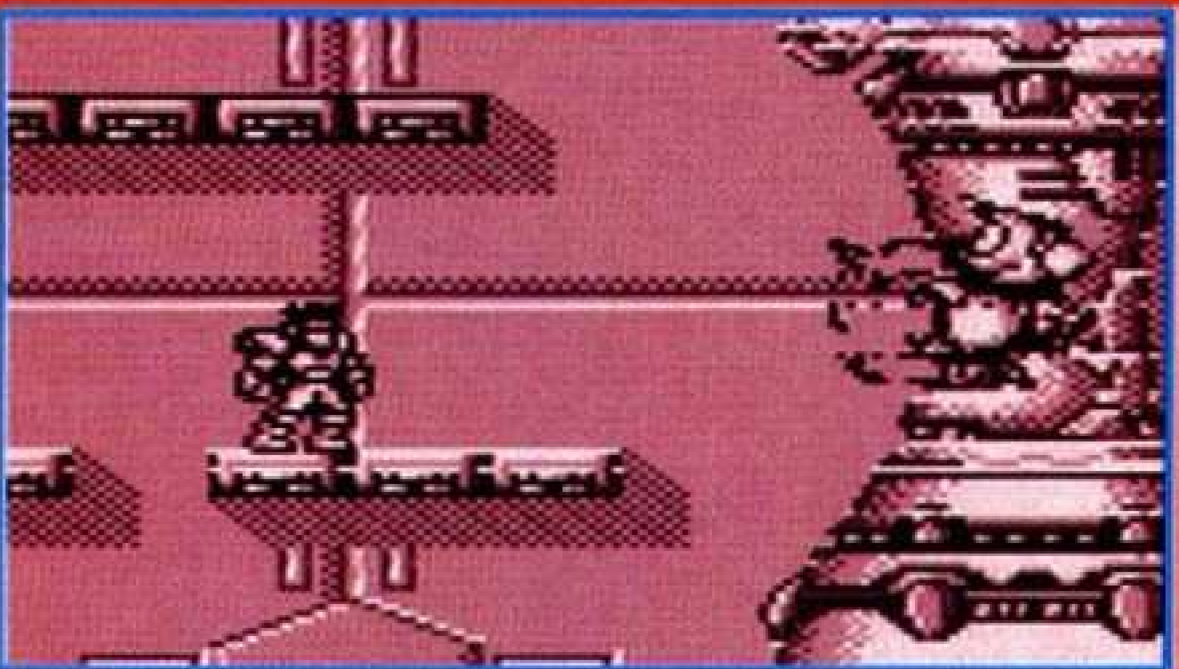
A couple of years have passed since this game made it onto the NES and, as far as I can tell, this is equally as good if not slightly improved. It's definitely a challenge and always an interesting one at that. The stylish graphics, especially the main Rad Spencer character, are all superb with atmospheric backgrounds that hold much detail. The impressively animated intro sequence is an indication of how polished the game really is and nothing gets lost along the way from start to finish. Rad swings about the screens in quite a unique way and this takes some time to master, but this soon becomes an exercise in coolness as the difficulty increases. Some may find it frustrating that the hero of a platform game can't jump but it really isn't that much of a problem. The strategy element of the mission screen adds to the gameplay and the Video Receiver rooms provide some interaction too, helping to tell the story as the game progresses. I wouldn't say that this is one to last forever but, while it lasts, it's total class and well worth buying.

THAT INTERFERING, BIONIC BUGGER

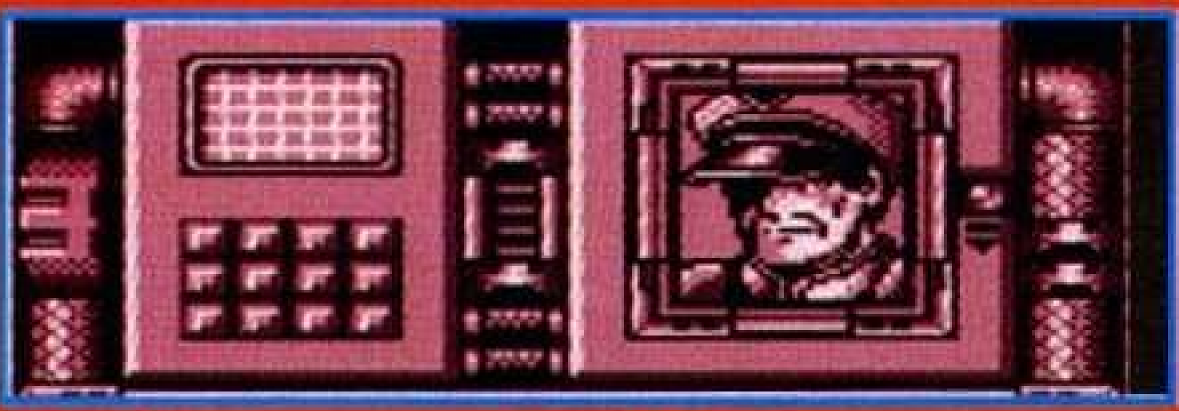
Rad has access to many Video Receivers that are located in the many areas he visits. He uses them to communicate with other members of the special Bionic Commando corps, the FF. The Video Receivers are also useful for tapping into the Doraize organisation' transmissions to their troops. The Doraize can sense when their orders are being intercepted, however, and later in the game such espionage is answered by hordes of marauding Doraize troops landing on Rad's enquiring head. The unfortunate truth is that tapping into the enemy transmissions is the only way to glean the information needed to complete the game. Also the use of the Video Receivers acts as the key to open locked doors later in the levels. All in all it's a necessary ill but, hey, it's nothing Rad cannot handle.



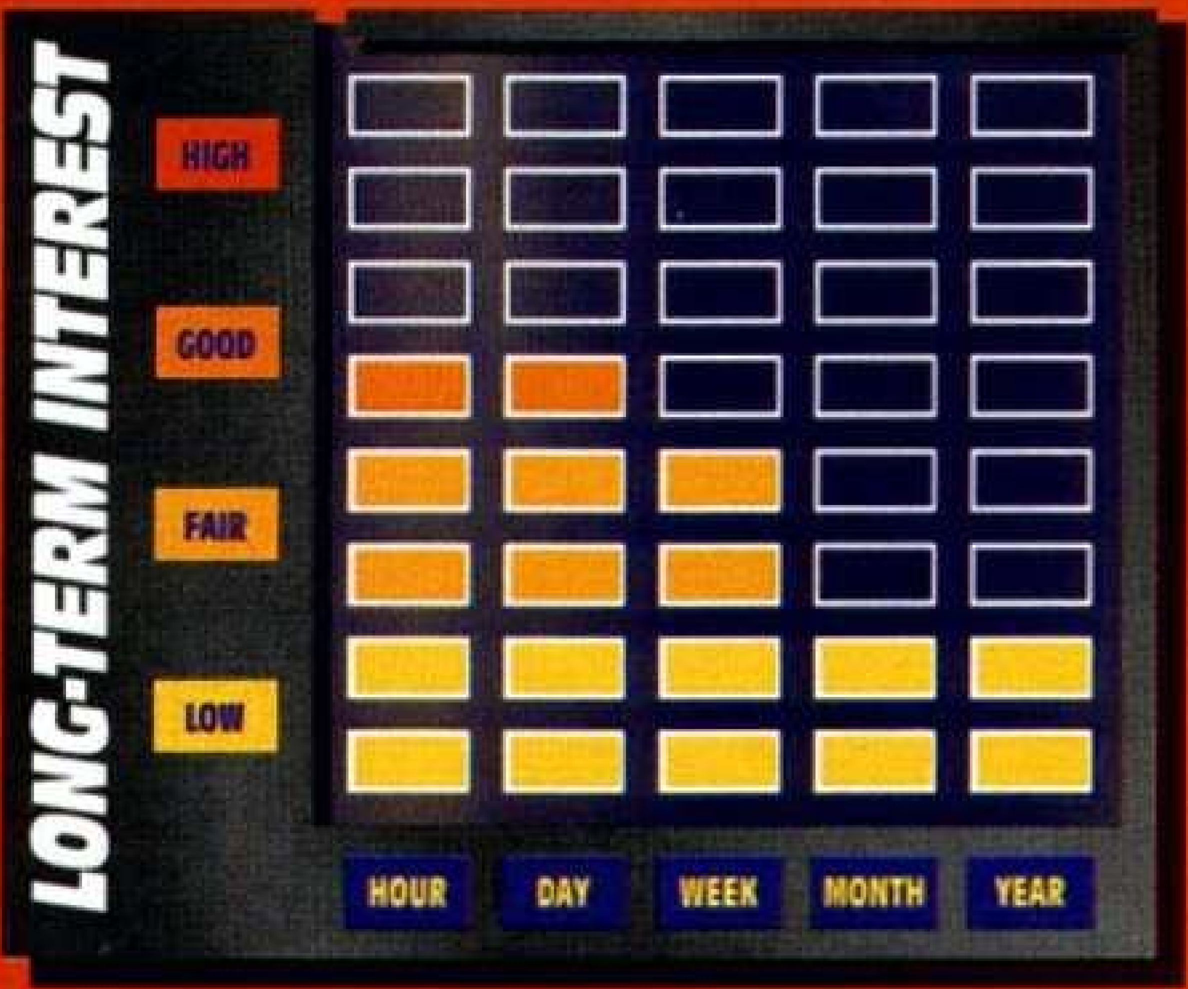
▲ The Video Reciever Room! The Philips Wide-Screen' has nowt on this!



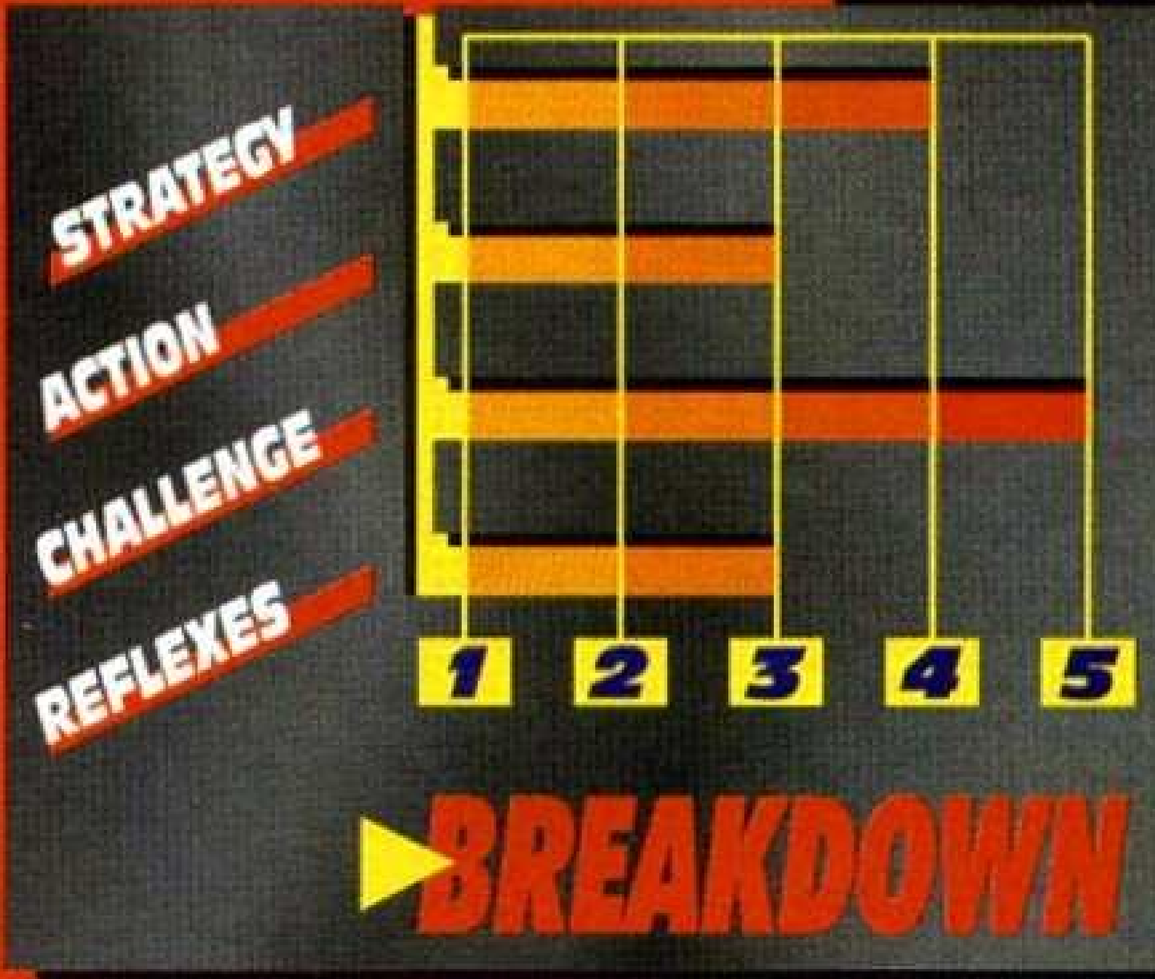
▲ Look how cool he is! That reactor's blowing up and he just stands there!



▲ A/C PCD to the rescue, if only Rad can decifer the message....!



RATINGS



PRESENTATION

▲ A great looking, animated introduction sequence that sets the scene. Presentation throughout the game is of a very high standard too. There is a handy password system, similar to the one used in the Mega Man series.

91

GRAPHICS

▲ The main character is as cool as they come .Smart animation throughout, set against a variety of detailed backdrops.

▼ Sometimes the action gets too hot and the sprites begin to flicker.

89

SOUND

▲ Functional and suitable to the game, which is no mean thing, with some dooby blasting effects!

▼ Nothing to go crazy over because it's all been heard before.

82

LASTABILITY

▲ Bionic Commando is stylish and always worth a blast even once completed.

▼ Though the level of challenge is tough it is possible to complete in a relatively short time due to the password system.

80

PLAYABILITY

▲ The interaction with the Video Receivers and the well-graded difficulty makes the game a compulsive blast.

▼ The control of Rad can be annoying at first and fiddly at times.

87

OVERALL

A successful revival of an old game and a significantly different variation of the platform theme full of interesting features.

84

WIN Nintendo WIN

WIN Super Nintendo WIN Super Nintendo
WIN Super Nintendo WIN Super Nintendo
0839 36 39 19

WIN
GAMEBOY
0839 36 39 23

WIN

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GAME BAG
0839 36 39 21

CARRY CASE
0839 36 39 24

SOLAR PACK
0839 36 39 22

ACCESSORIZE

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HUNT FOR RED OCTOBER	0839 36 39 30
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CHOPLIFTER 2	0839 36 39 32
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EXCELLENT

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KICK OFF	0839 36 39 44

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REVIEW

SUPER NES

2 PLAYER

8 MEG

PLT GAME

PRICE:TBA
BY:INTERPLAY

RELEASE
TBA

CONTROL
JOYPAD

GAME DIFFICULTY
MODERATE

CONTINUES
INFINITE

SKILL LEVELS
ONE

RESPONSIVENESS
EXCELLENT

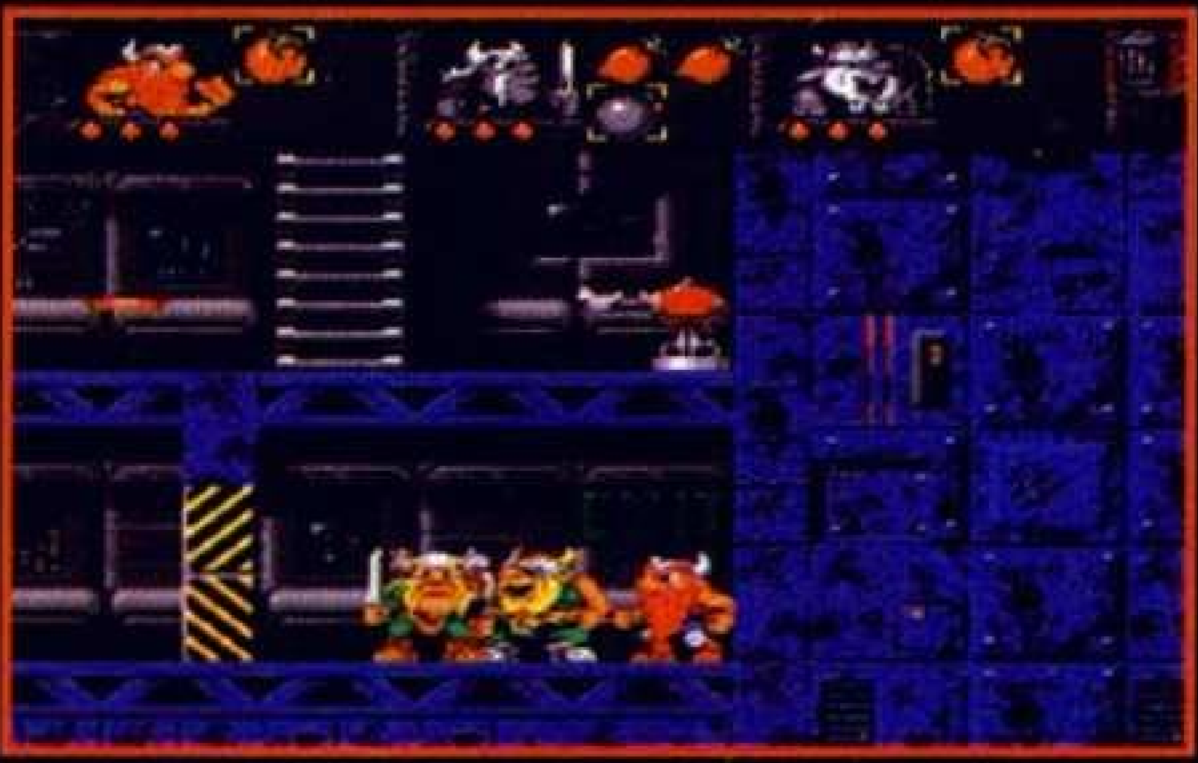
1ST DAY SCORE
COMPLETE THE FIRST SEVEN LEVELS

ORIGIN
The Lost Vikings draws its influences from all kinds of games. It is, however, the first of its kind that we've seen on the Super NES. It's rather like a three character Krusty's Super Funhouse if any direct comparisons were made.

THE LO

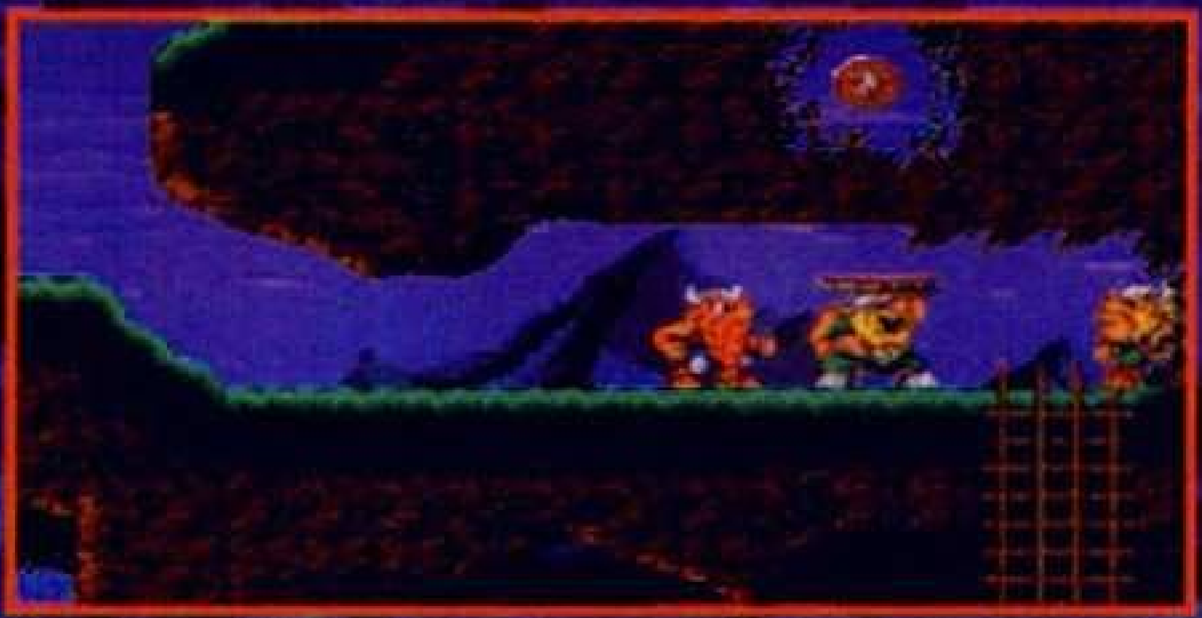
Let us go back to the Odin days and to the time of the Vikings. Here we find our three Nordic heroes, Erik, Olaf and Baleog who have long since forgone the life of pillage and plunder and are now devoting their time to family life.

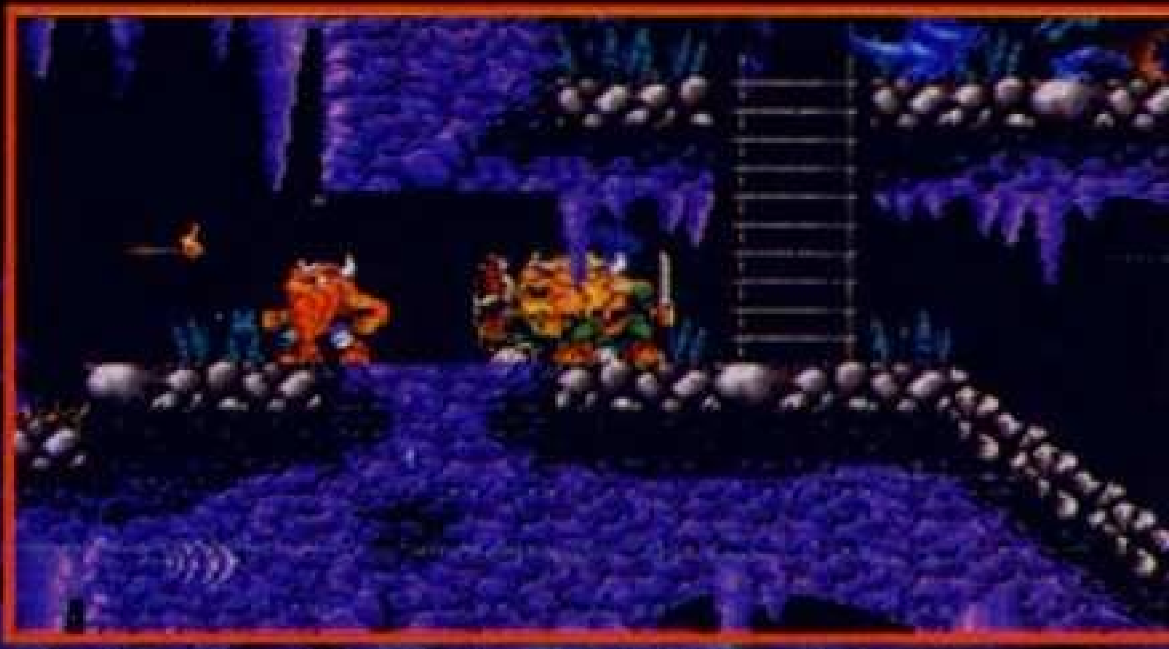
One night, when all three families are asleep in their beds, a giant spacecraft descends upon their village and spirits the hapless trio away! This craft, a Crutonian ship no less, is captained by the dreaded Tomator who is exploring the galaxy in search of unique life forms to display in his gallery. The first sight to greet the heroes' eyes is the cargo hold of the space ship and it is there that their long and ardous escape bid begins. With the help of one or two people, namely you and/or a friend , these lost Vikings hope to return to their homes.



HELPFUL POINTERS

Quite often the Vikings need to flip switches, push buttons or even use keys for opening doors and getting important machinery to work. In most cases a Viking can stand next to the device and do the job manually but there are many occasions where a little ingenuity is needed and it is often old boy Baleog who provides the necessary expertise.





▲ Erik uses his agility to explore one of the game's dodgier caverns.

'TIS BUT A SCRATCH!

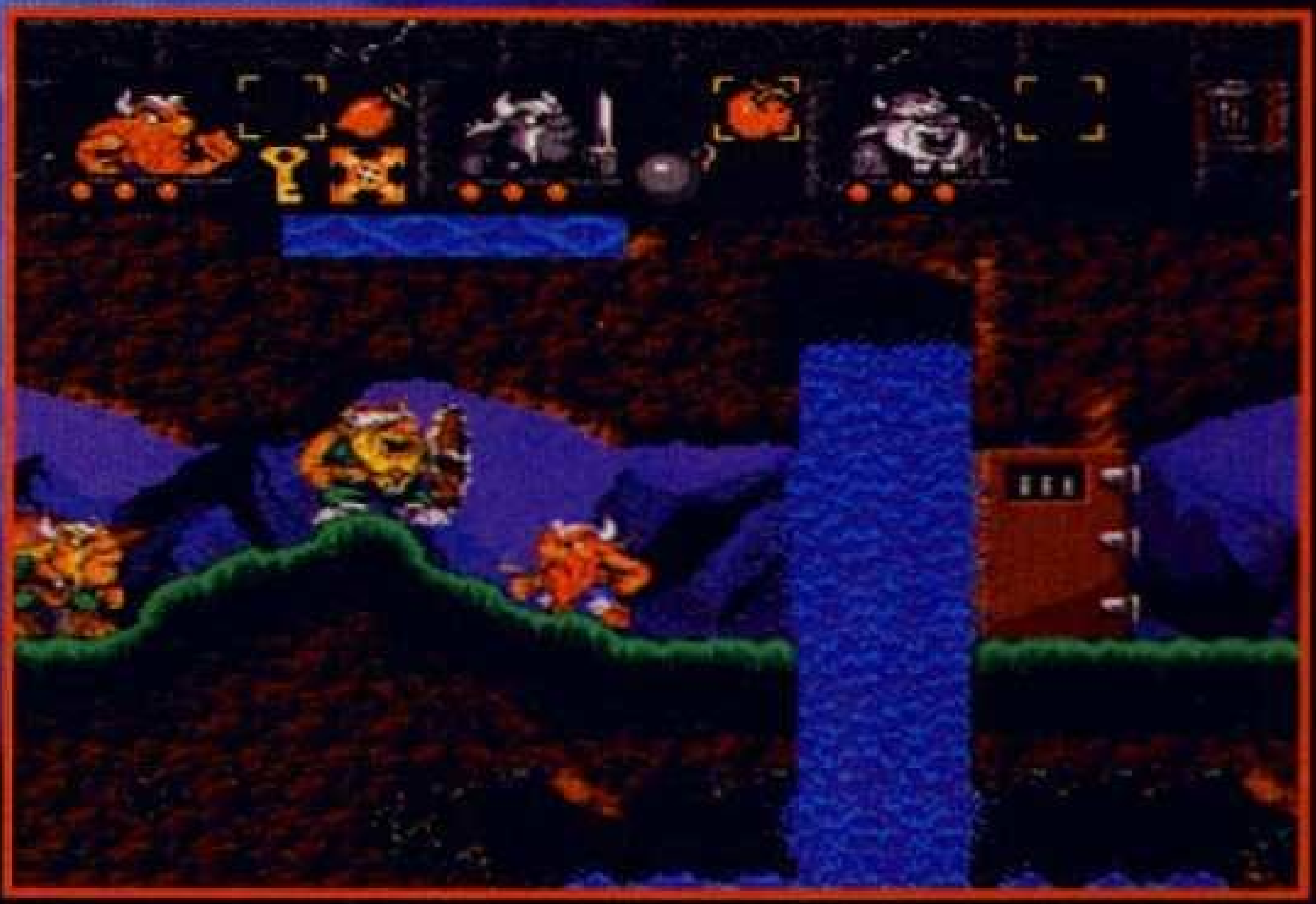
At the start of the game all the characters possess three hit points with which to save their goat skins. This is nothing that a bit of nosing around can't cure as there are shields for the finding. Hurrah! The Vikings can select these shields to give them ar extra hit point. Now you can't say fairer than that, can you.

How To Control Each of the Vikings walks left and right in relation to the direction pressed on the D-pad. Ladders and drain pipes etc are climbed up and down in relation to those directions on the D-pad also.

A	Pushes buttons, pulls levers and makes conversation with certain characters.	X	Use item in a character's inventory.
B	Makes Erik jump, Baleog swing his sword and Olaf position his shield.	Y	Lets the individual characters perform their unique action - run, jump, etc.
L/R	Select available characters.	S	**SELECT BUTTON:** Selects item. **START BUTTON:** Pause.

How To Play Help the lost Vikings to puzzle their way through numerous platform-based, gadget-laden areas, taking advantage of their individual attributes that are best used when working as a team.

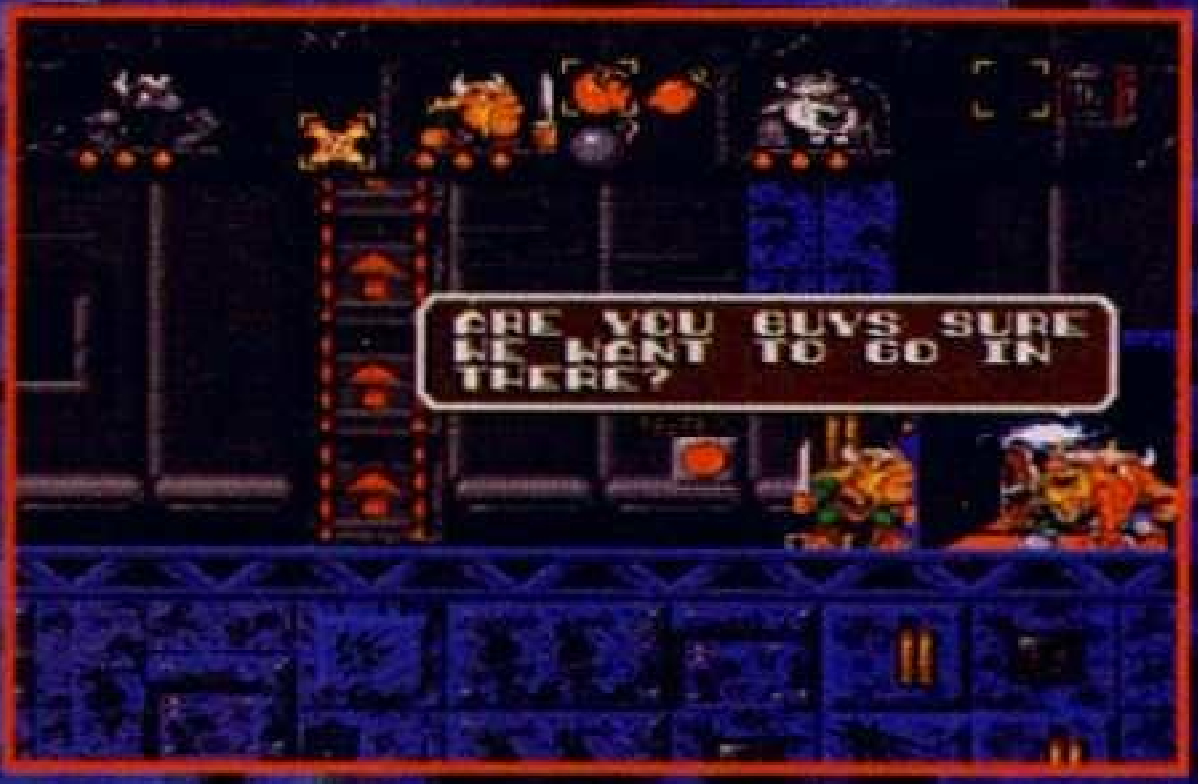
T VIKINGS



▲ Olaf The Stout isn't exactly famed for his intelligence, and the oversized dinlo reacts to virtually every problem by holding up his shield!

BLIMEY, THAT LOOKS GOOD

At the end of each area the Vikings find themselves at the entrance to a scary looking warp tunnel. Of course they always panic and don't want to go in but it's a good job they do in the end because it looks excellent! Besides, how else would they get back home?



ARE YOU GUYS SURE WE WANT TO GO IN THERE?

▲ Between levels, the Vikings always bicker amongst themselves.

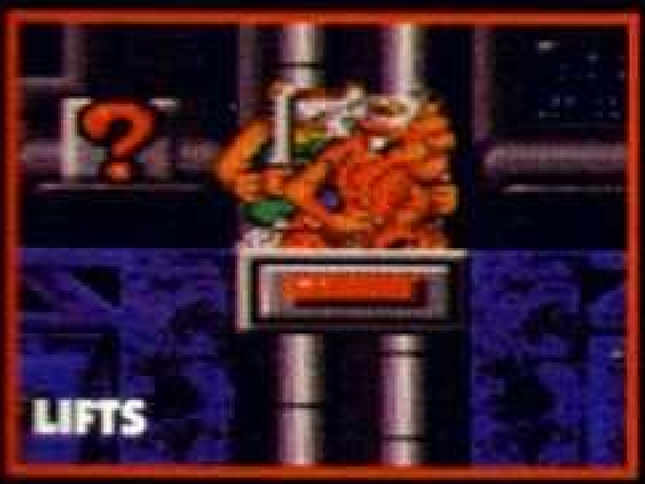
WHAT TO DO WHEN THERE'S NO STAIRS

Erik is the only member of the gang with the strength in his legs to jump - the others depend on other modes of transport to get around. Not that old Erik turns his nose up at such opportunities either!

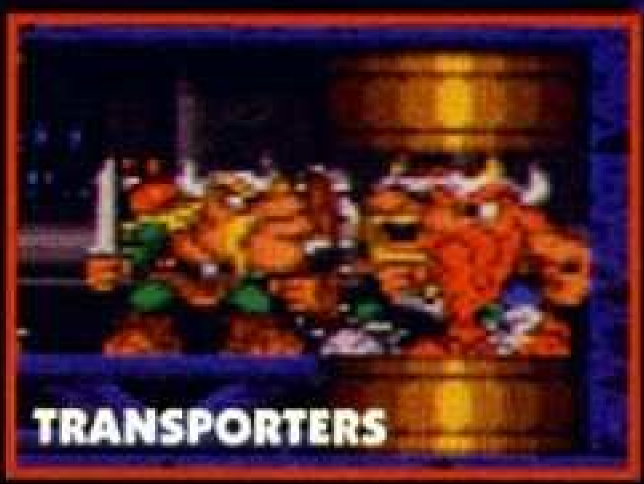
Falling long distances is damaging to a Vikings' health. Therefore it's better to take the lift whether he's going up or down.

Horse and carts one century and futuristic transporters the next! The Vikings enter these and magically reappear somewhere else. When was the last time you checked the fridge?

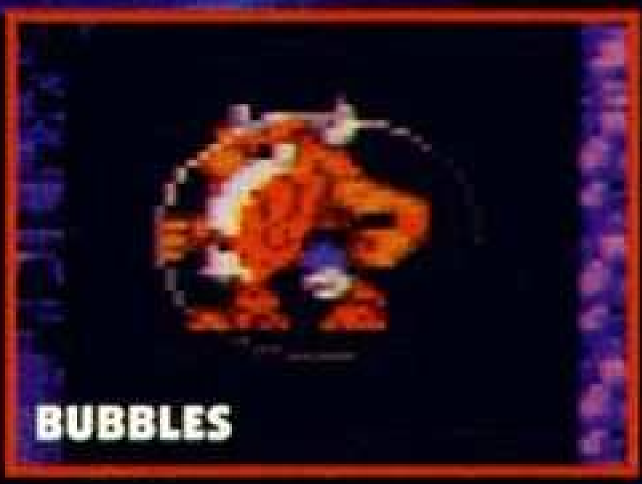
Further into their adventure the Vikings encounter some extra-strong bubbles upon which to float up, up and away. Be careful, though, because they are prone to bursting at inopportune moments.



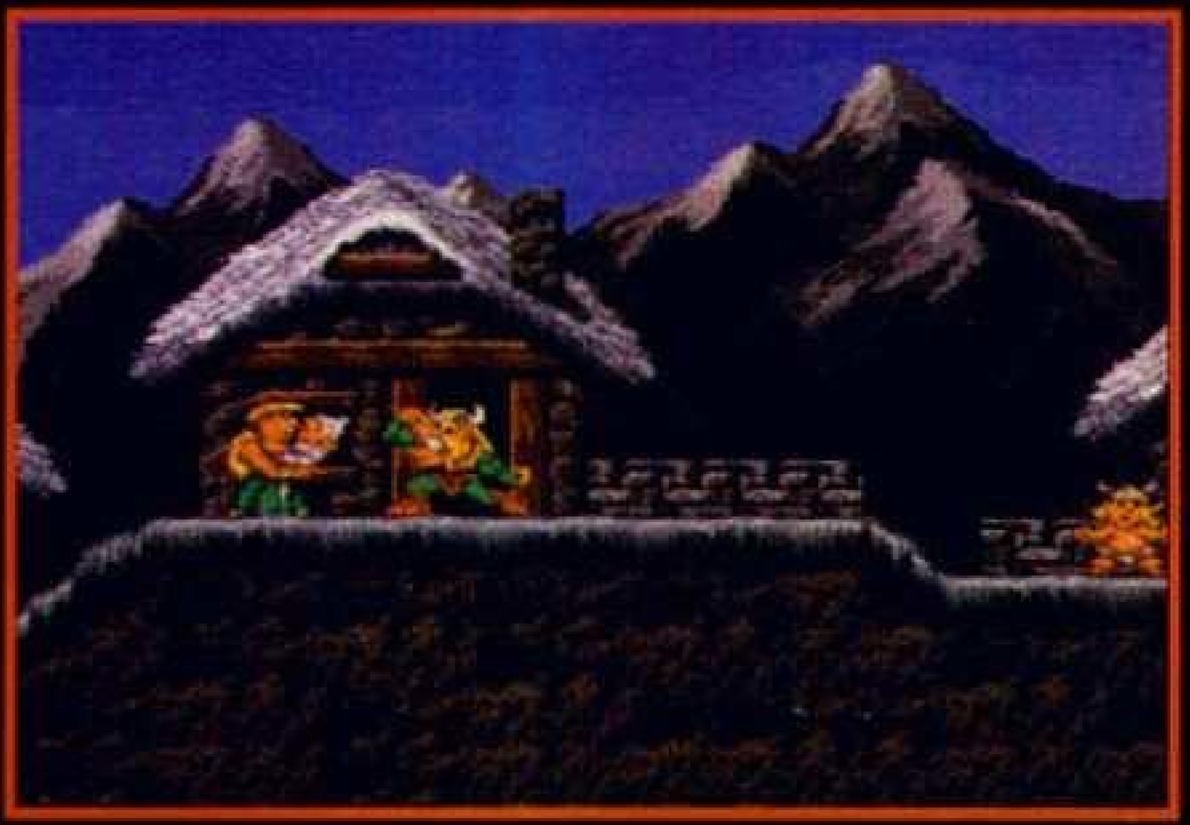
LIFTS



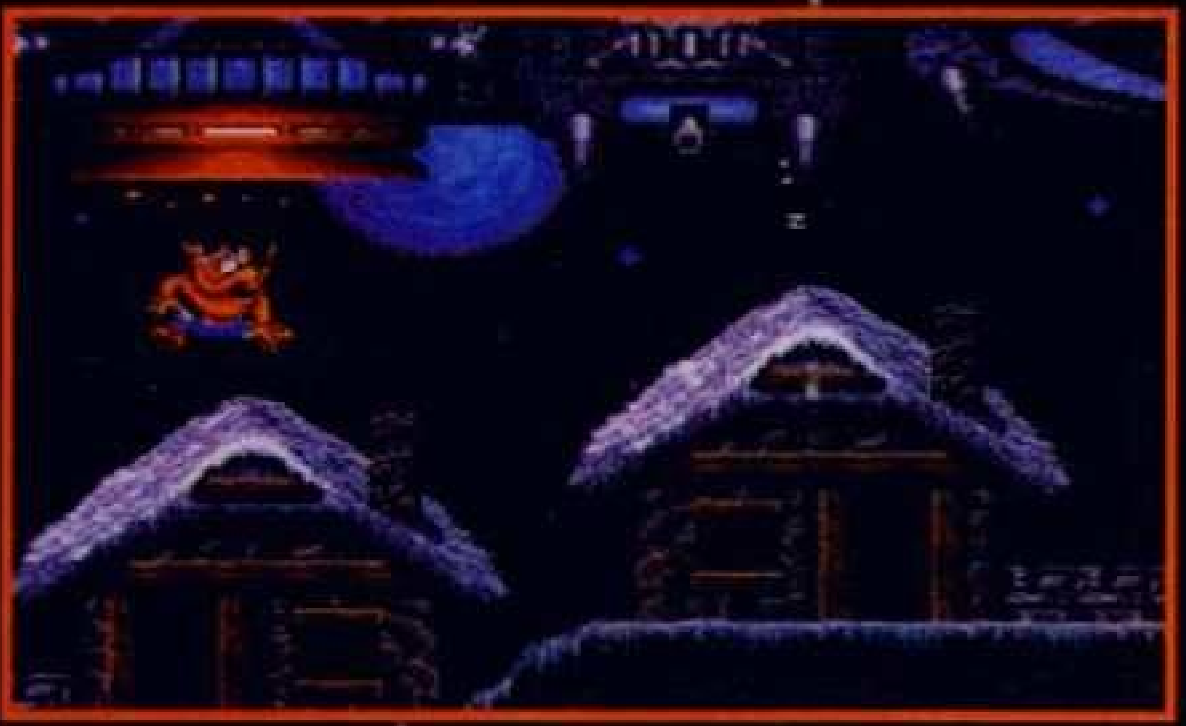
TRANSPORTERS



BUBBLES



▲ Baleog The Beserker demonstrates his unique fighting skills - have you, you varlet!

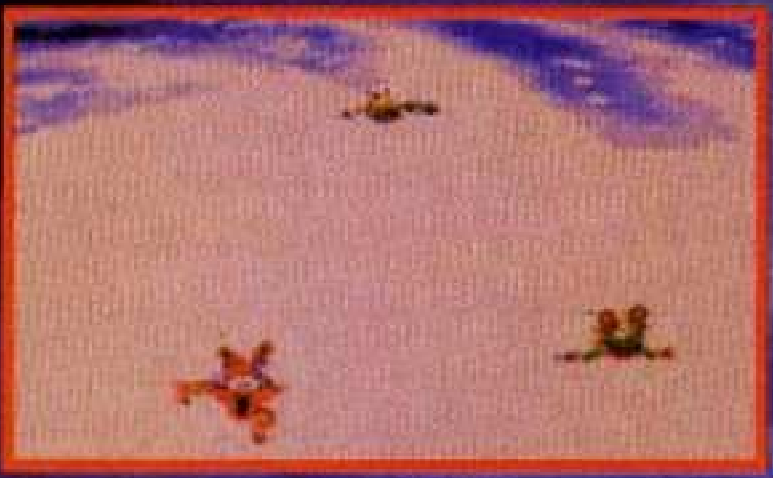


▲ Erik The Swift does a Santa Claus by running across the rooftops - but where are the other two stragglers?

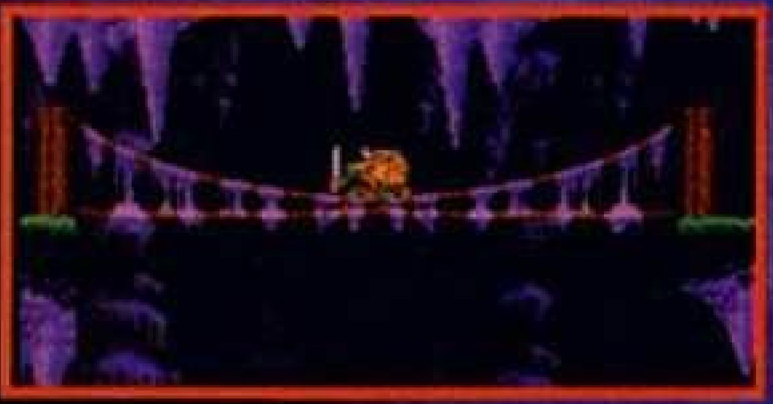
COMMENT

PAUL

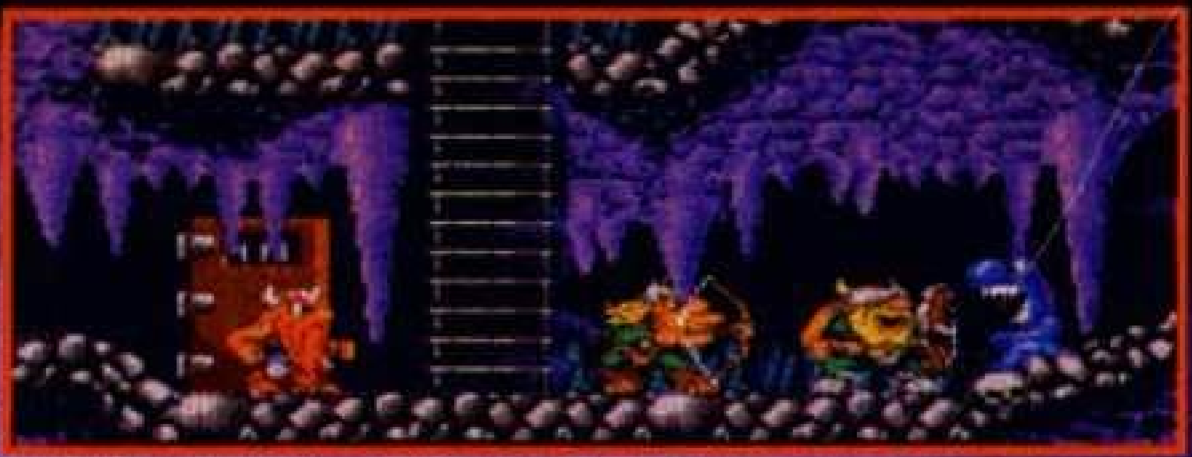
There was I, about to give this a right slagging off when suddenly I became hopelessly addicted to the thing. Mind you it does take ages to find out how good the game is, with the first ten levels or so presented as hopelessly tedious and more than a little obvious affairs. Also it is very annoying to have a level almost complete only to make one mistake with one Viking, after lumbering through with the other two, and then having to restart the whole level again from scratch! The two-player mode is often confusing too. Another down side is the repetitive nature of the music. After the twentieth rendition of the same tune it really begins to grind on your nerves I can tell you, in spite of how good it may sound at first! However, later on, the action is very compelling and the locations are always interesting as well, crawling with lots of amusing enemies to trash. The three Viking characters are also packed with many frames of great animation and getting to know how much you can expect from each one as the problems get tougher is worth sticking it out for. Eventually the problems facing the Vikings become quite testing, if not trying, but the compulsion is always there to get these fellers back to their homes. The Lost Vikings is far from excellent, but it is original and irresistible good fun all the same.



▲ In between each level, the trio are shown falling into the play area.



▲ Baleog scouts ahead to see of any potential dangers.



THE LOST VIKINGS

There's no doubt that Erik, Baleog and Olaf are Vikings and that they are lost! Luckily they work well as a team and this greatly improves their chances of finding their way home, so long as the person controlling them keeps a clear head!

Erik the Swift:
He runs like the wind (and there we were thinking that the wind blew and didn't run at all) leaping about for all his worth. Erik has the ability to run so fast that he smashes down walls with his head getting big headaches for all his efforts.

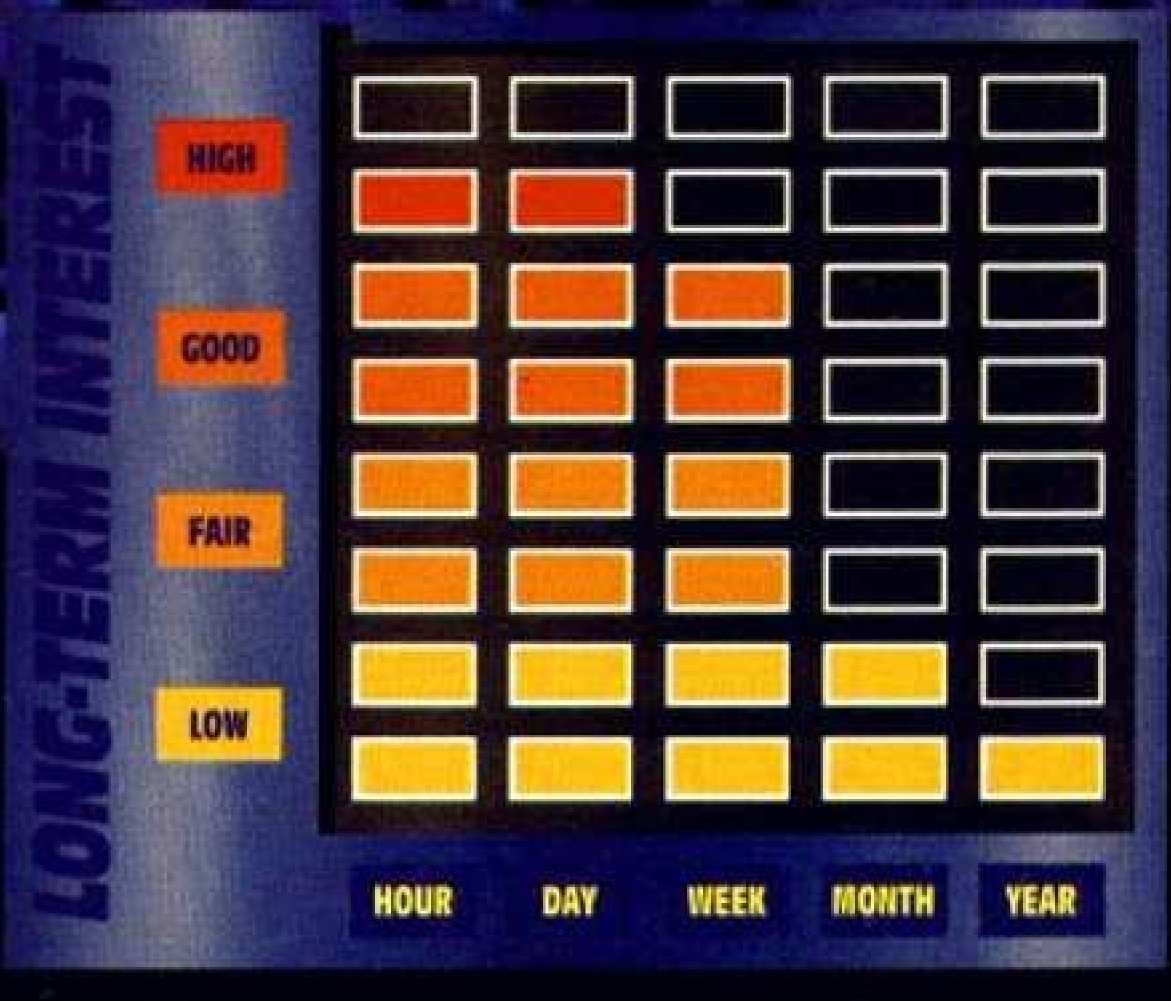
Olaf the Stout:
Olaf is built like a brick toilet and he even carries about a shield that resembles a wooden door to complete the effect. What's more both Erik and Baleog would be up a certain creek without a paddle if it weren't for Olaf and his artful shield wielding. Of course his shield is good for protecting the others against marauding foes, yet Olaf's speciality is his use of his shield as a hang-glider.

Baleog the Berserker:
Baleog's as 'ard as 'arrod himself and the best fighter that the Vikings have ever known by a long ship! Baleog possesses a mean sword but mostly relies on his bow and arrow for the safest results. If he's lucky then the dashing Erik might seek out a magical flaming arrow to replace his current supplies. These arrows pierce the armour of any enemy, even if it's in a defensive position.

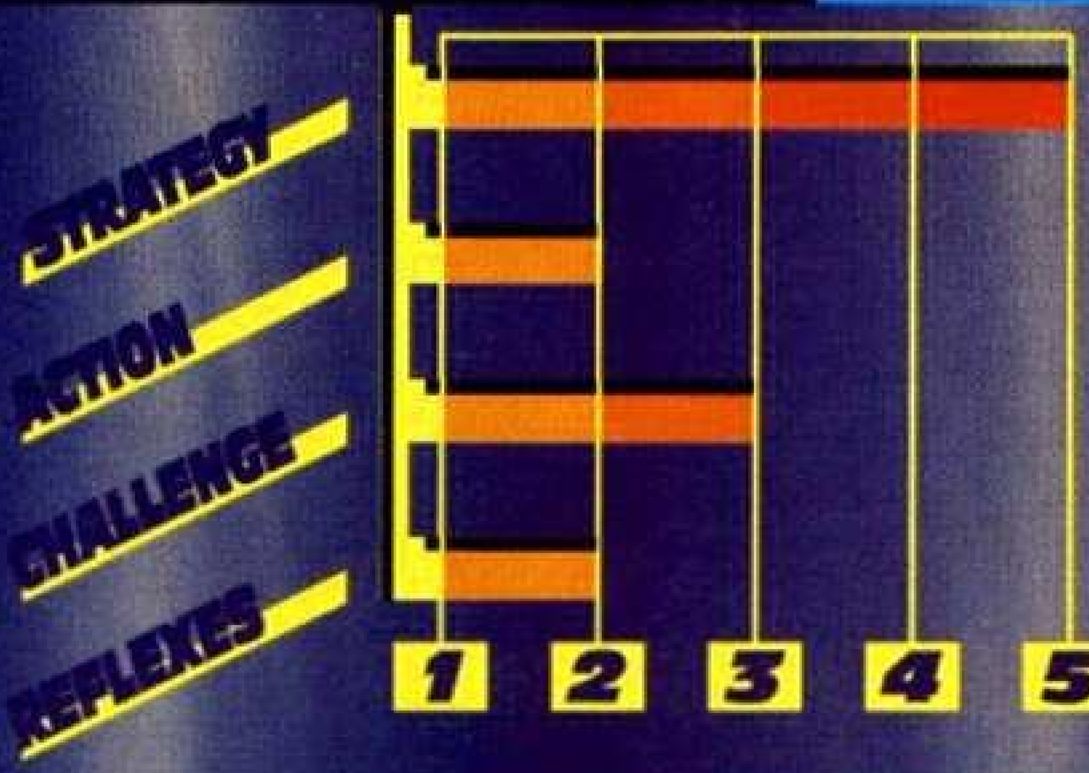
COMMENT

JAZ

If it wasn't for a few design flaws, The Lost Vikings would be a brilliant and highly original platform game. The main problem is frustration. Having spent ages on a screen, you suddenly discover that something you did at the beginning means you can't actually complete the level, which is very annoying indeed, especially when it happens several times in a row. I don't expect to have the puzzles solved for me, but some kind of a clue would certainly help in situations like these. The game also suffers from being very dull at the start. The idea of simple training levels is a nice one, but the first 12 screens are so boring and simple that they almost put you off the game since you get the impression that it's all very routine. Once you get past the initial stage, it's pretty addictive - it's just a shame the frustration factor takes the edge off the enjoyment. With its excellent looks and very impressive, if rather repetitive sound, fans of challenging platform/puzzle games will certainly find their abilities - and their patience - tested with this.



RATINGS



▶BREAKDOWN

PRESENTATION

▲ The opening sequence at the start of the game is great to watch and the warp sequences look pretty amazing too. The password system is very useful.

91

GRAPHICS

▲ Excellent sprites and great backgrounds. The animation of the Vikings is superb and really brings the game to life.

92

SOUND

▲ The attract music is brilliant and the in-game tune is great too, the first time you hear it.
▼ The problem is that it repeats over and over again and soon becomes tedious.

82

PLAYABILITY

▲ The Lost Vikings is one of those games that is very difficult to put down once started.
▼ The two-player games are confusing and frustrating. Starting a level again because of one mistake is very annoying.

78

LASTABILITY

▲ The game is huge plus there are many things to uncover that are not so obvious.
▼ However most people would be satisfied with completing the game once.

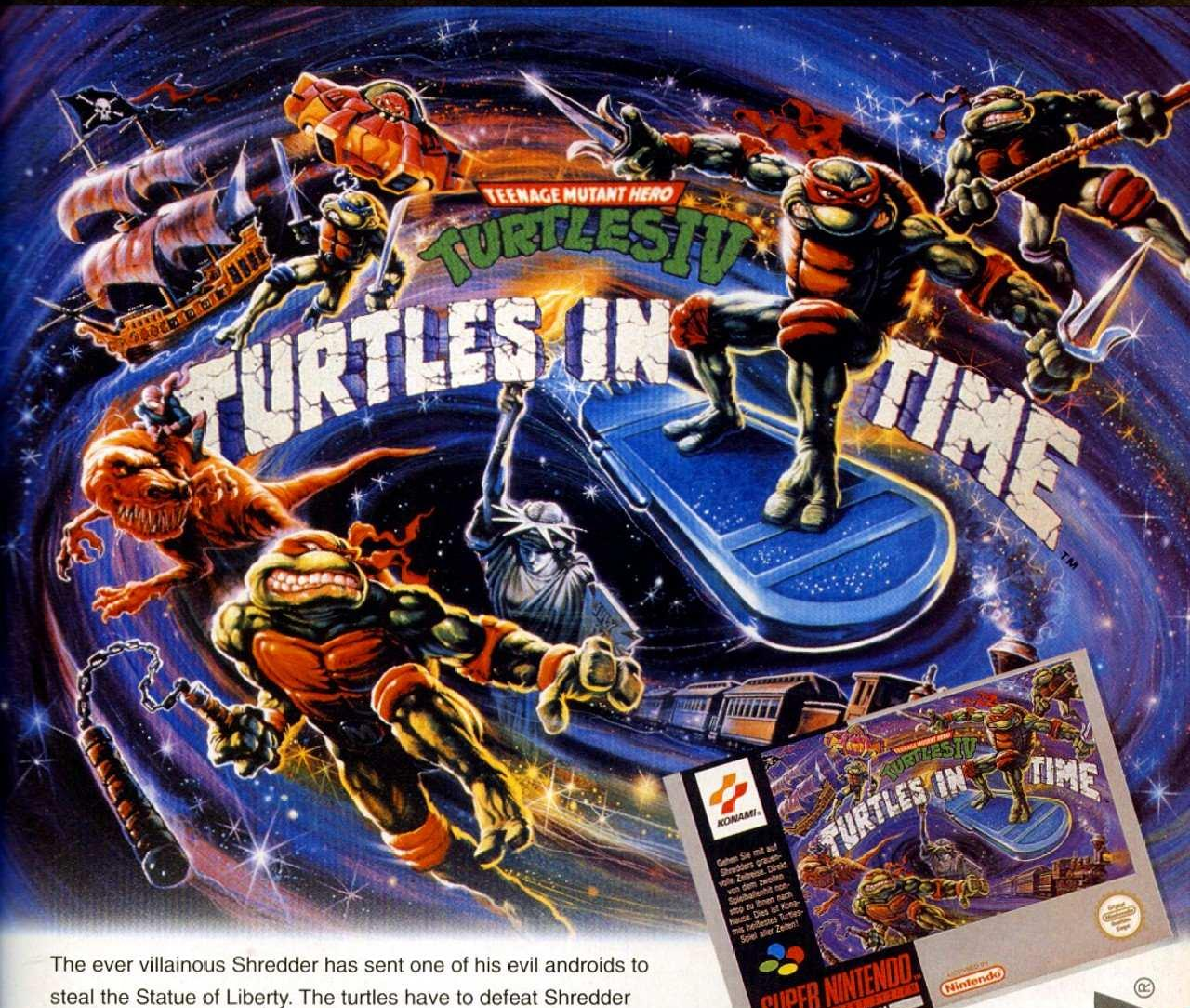
82

OVERALL

An entertaining platform/puzzle game with a few novel features. It has a great sense of humour - but then again the player needs one too in some instances as it gets very frustrating.

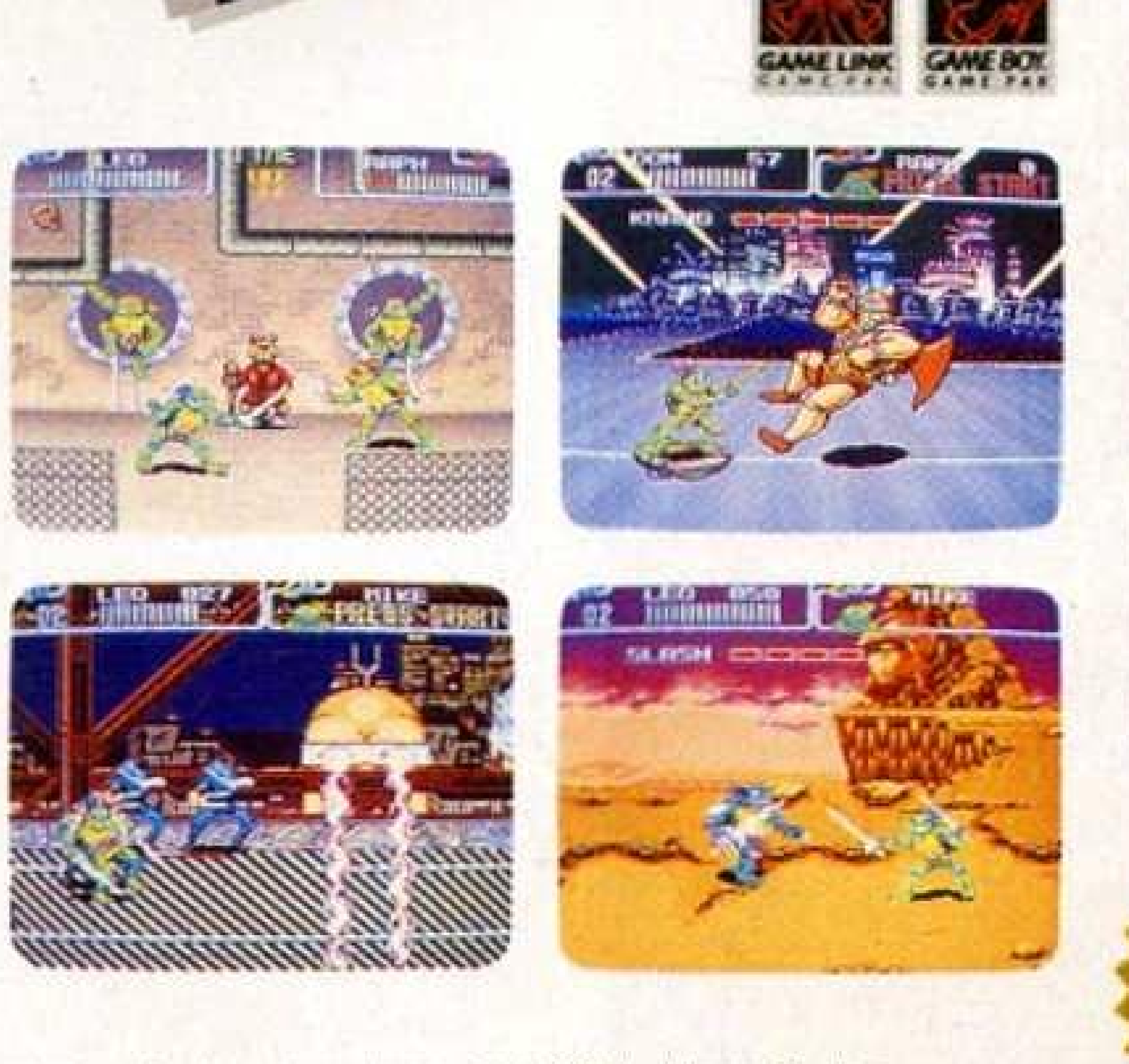
80

New. For your SUPER NINTENDO ENTERTAINMENT SYSTEM New. For your SUPER NINTENDO ENTERTAINMENT SYSTEM New. For yo


TEENAGE MUTANT HERO
TURTLES IV
TURTLES IN TIME™
KONAMI
SUPER NINTENDO ENTERTAINMENT SYSTEM
PAL VERSION
LICENSED BY Nintendo

The ever villainous Shredder has sent one of his evil androids to steal the Statue of Liberty. The turtles have to defeat Shredder and rescue Lady Liberty from his evil clutches in six huge levels of Arcade Action. As they attempt to put an end to Shredder he knocks everyone into an activated Matrix Translocation Beam sending everyone hurtling back through time. Can the turtles defeat the host of historic hooligans as they fight their way back to 1992, to the final showdown with Shredder.

ORIGINAL GAME LINK GAME PAK
ORIGINAL GAME BOY GAME PAK



ARCADE GAME
GAME BOY
FALL OF THE FOOT CLAN
SUPER NINTENDO
TEENAGE MUTANT HERO TURTLES
PALCOM
GAME BOY

KONAMI®
MegaVideoGameFun

Original Nintendo Seal of Quality

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REVIEW

SUPER NES

2 PLAYER

8 MEG

SPT GAME

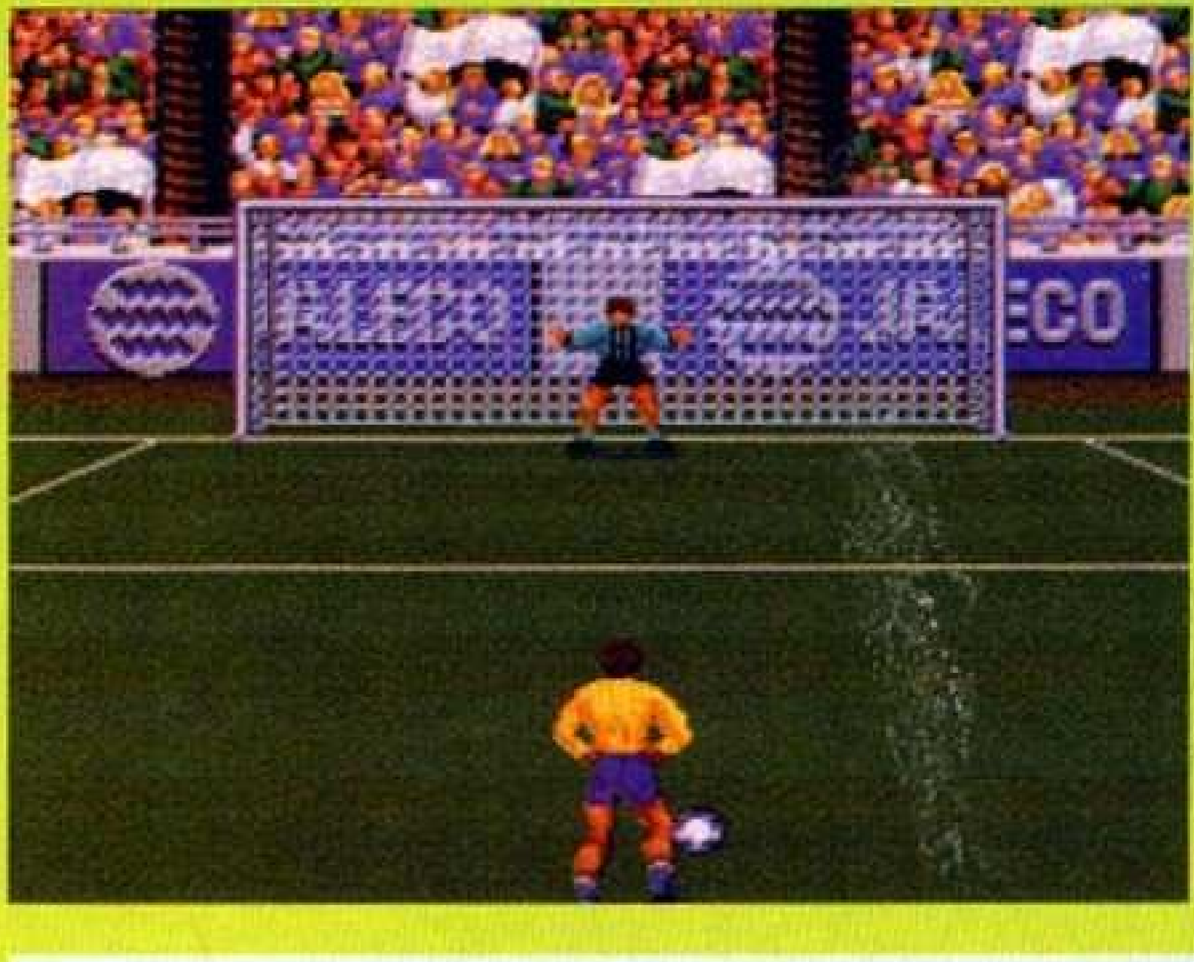
SUPER
GOAL!
TM
PUSH START BUTTON
TM AND © 1992 JALECO
LICENSED BY NINTENDO

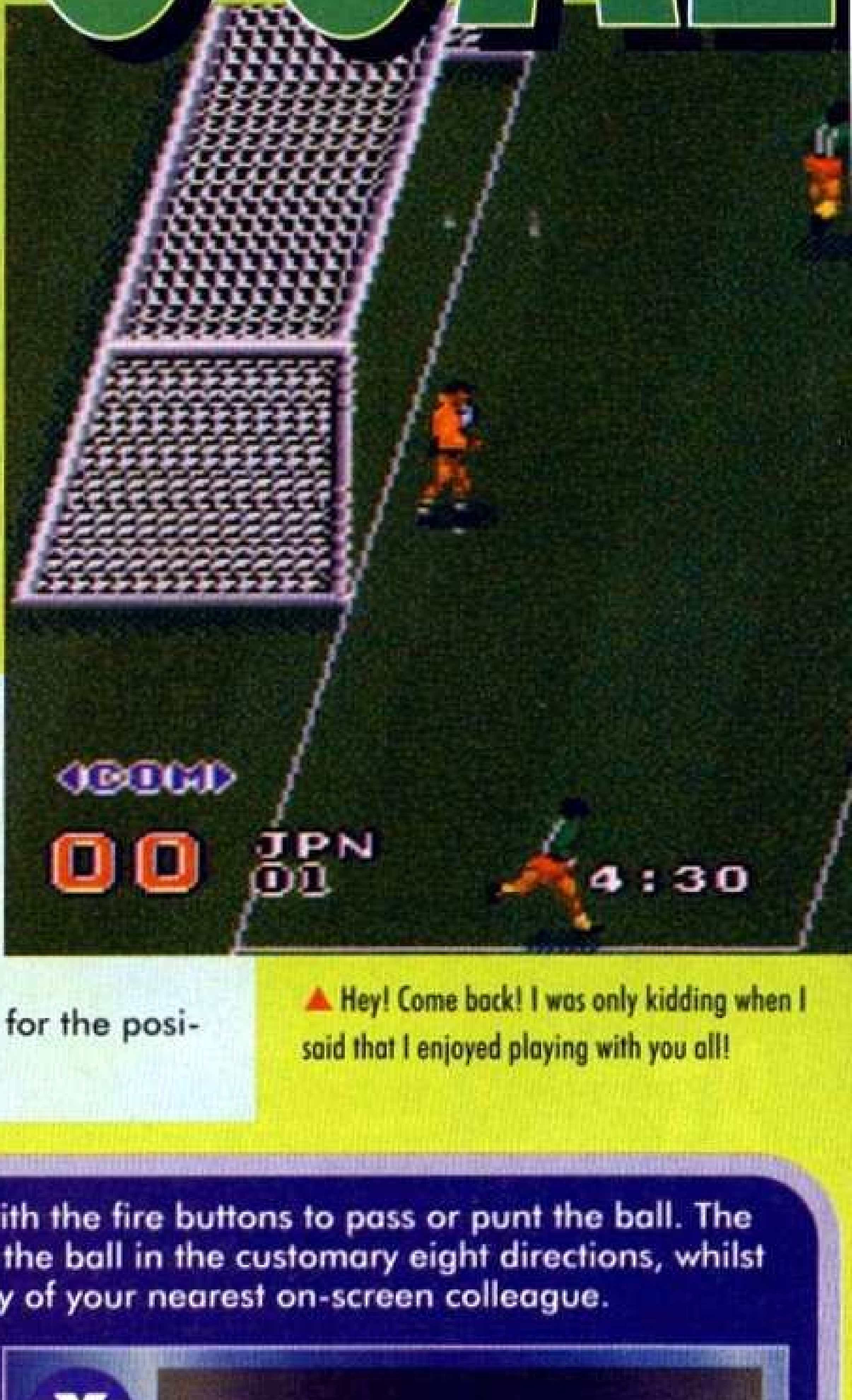
PRICE:TBA
BY:JALECO

SUPER GOAL

A common problem with computer-based Footy games is that for every good one we have to put up with a series of contenders barely worthy of the Vauxhall Conference League. However, much as we Super NES owners moan because of the complete lack of decent kick-arounds for our machine, this is also true of real-life teams and players. After all, if it wasn't for the likes of no-frills and decidedly average players such as Ray Clemence, Asa Hartford, Stan Bowles, and Mick Mills, REAL stars like Gazza and George Best wouldn't seem so special.

Thus, with the extremely average Super Soccer and Super Kick Off behind us, Jaleco's Super Goal is set for its Super NES trial. Featuring a side-on view intermixed with viewpoints behind the goal, Super Goal boasts more kicks and tricks than the Nintendo and Imagineer games. It sounds very promising, but is it destined for the reserves team like the aforementioned has-beens? Time, and this review, will tell...





▲ Hey! Come back! I was only kidding when I said that I enjoyed playing with you all!

CORNER-CHAMELEON..

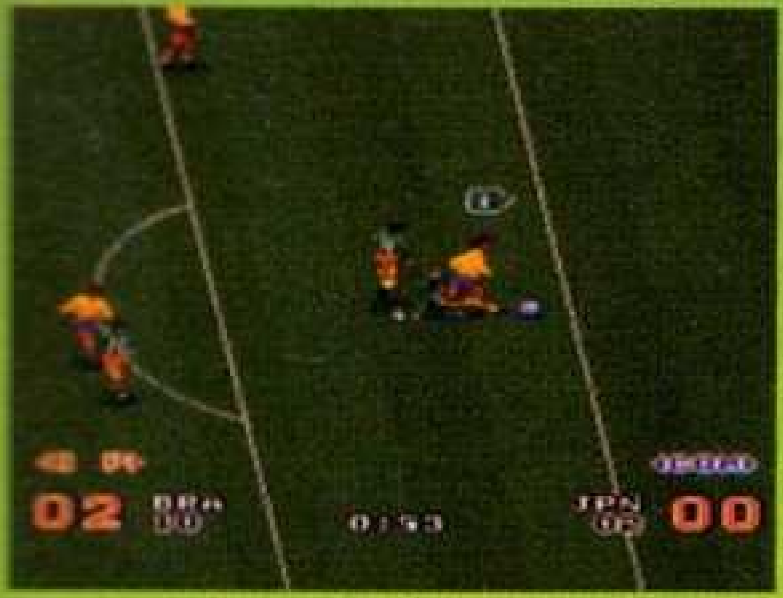
Should the ball be booted out of play for a corner by a struggling defence, an options screen appears offering four choices of shot. Each of the joypad's firebuttons represents the target for a long pass into the box and the attackers stand at predetermined points to receive the ball. Another press of the button then sends the ball floating in for a corner, ready for the positioned striker to do their best to slam it in the net.

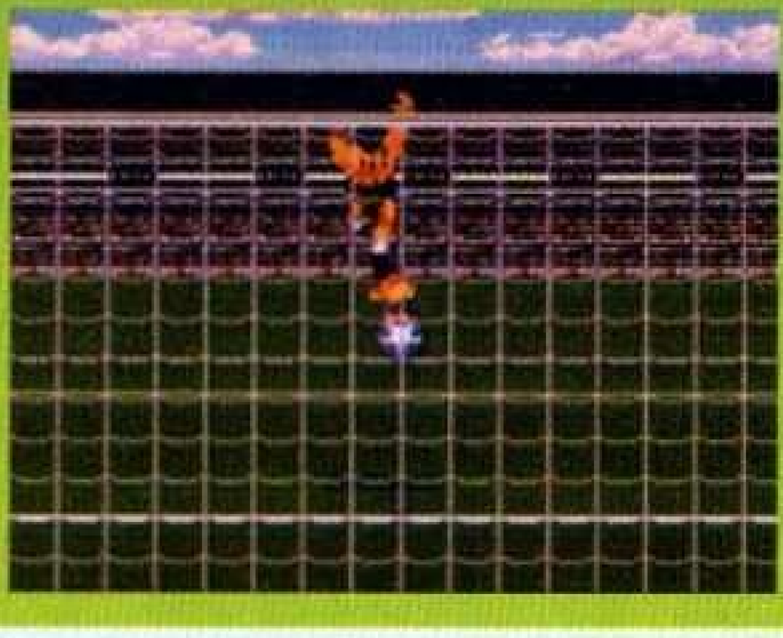
RELEASE
TBA
CONTROL
JOYPAD
GAME DIFFICULTY
AVERAGE
CONTINUES
N/A
SKILL LEVELS
TEAM SYSTEM
RESPONSIVENESS
GOOD
1ST DAY SCORE
5-1
ORIGIN
Do us a favour! If you don't know what Football is, don't bother to read any more. We don't want the likes of you around here...

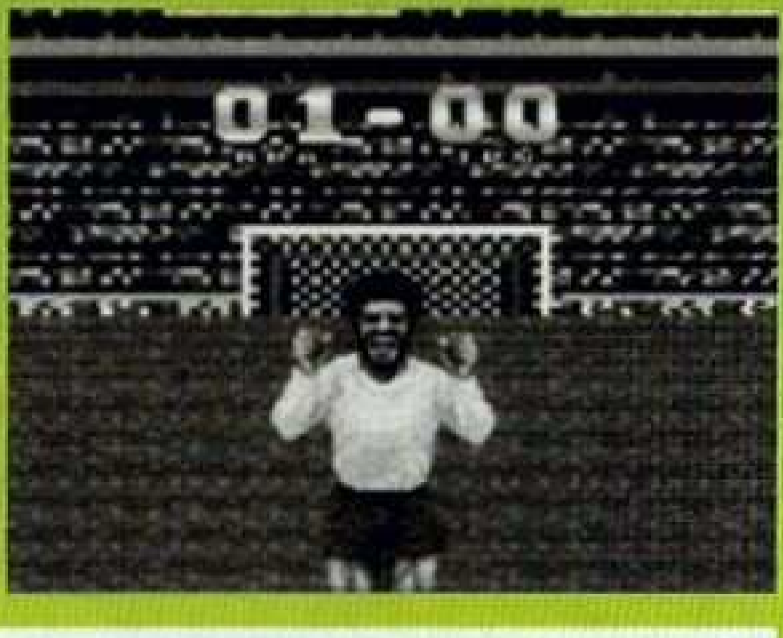
How To Control The pad is used in conjunction with the fire buttons to pass or punt the ball. The pad moves the nearest player to the ball in the customary eight directions, whilst passing depends on the proximity of your nearest on-screen colleague.

A	KICK BALL	X	KICK BALL
B	KICK BALL	Y	KICK BALL
L/R	NOT USED	S	**START:** STARTS/PAUSES GAME **SELECT:** NOT USED

How To Play Okay, see if you can get your head around this. There are two teams of eleven players, right? They each have this thing called a 'goal'. Still with me? Right, using a large inflated leather sphere called a 'ball' the object of Football is to kick this object into your opponent's 'goal'. The player who does this the most wins.


02 BRA
0:53
JPN 00



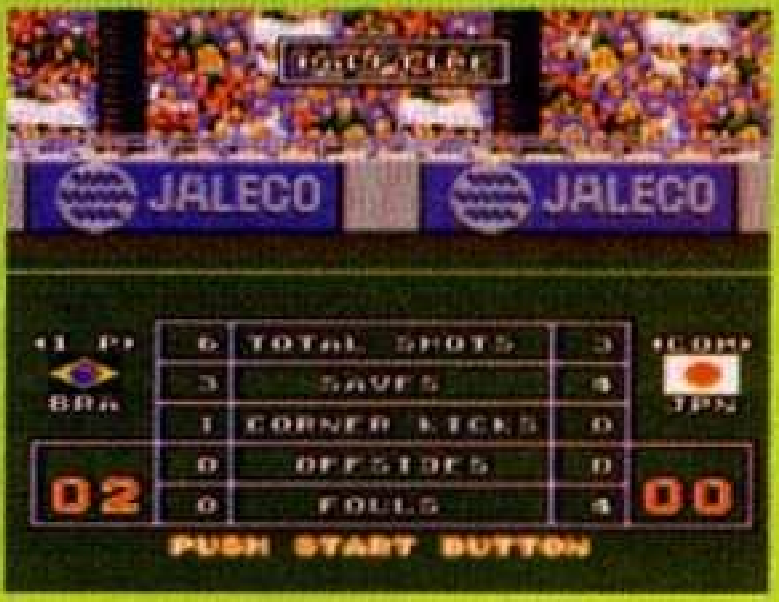


SCORING THE MERRETT WAY...

1. Although the action is played across a horizontally-scrolling pitch, whenever a particularly tasty crack at goal is made, the action switches to a viewpoint directly behind the 'keeper...

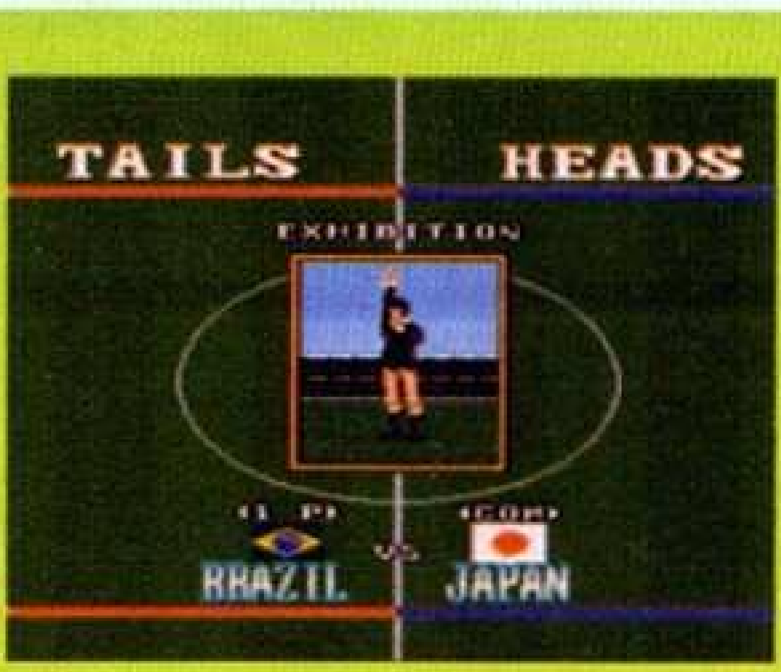
2....Controlling the larger Goalie sprite, the player is given a split-second chance to send their 'keeper in whatever direction the ball is travelling. Depending on their speed, a save is made or the ball is palmed off for a corner...

3....Alternatively - and more likely at first - it hits the back of the net! All that remains then is a bit of aprés-goal snogging before play resumes.


JALECO
JALECO
1 P
BRA
COM
JPN
PUSH START BUTTON

02			00
6	TOTAL SHOTS	3
3	SAVES	4
1	CORNER KICKS	0
0	OFFSIDES	0
0	FOULS	4

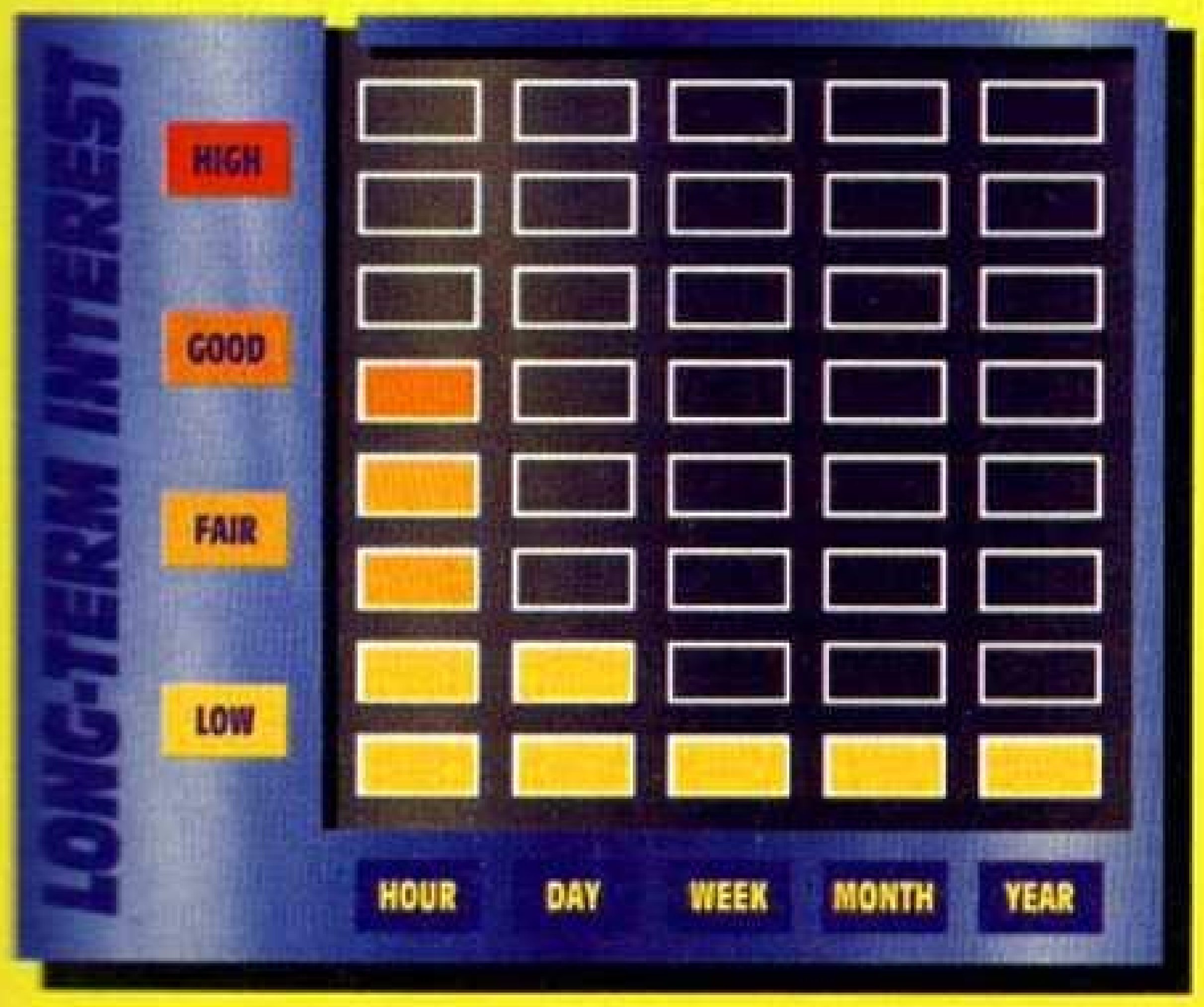
▲ Super soccer action is present at all times during the game. Thrill also to the delights of the scoreboard.

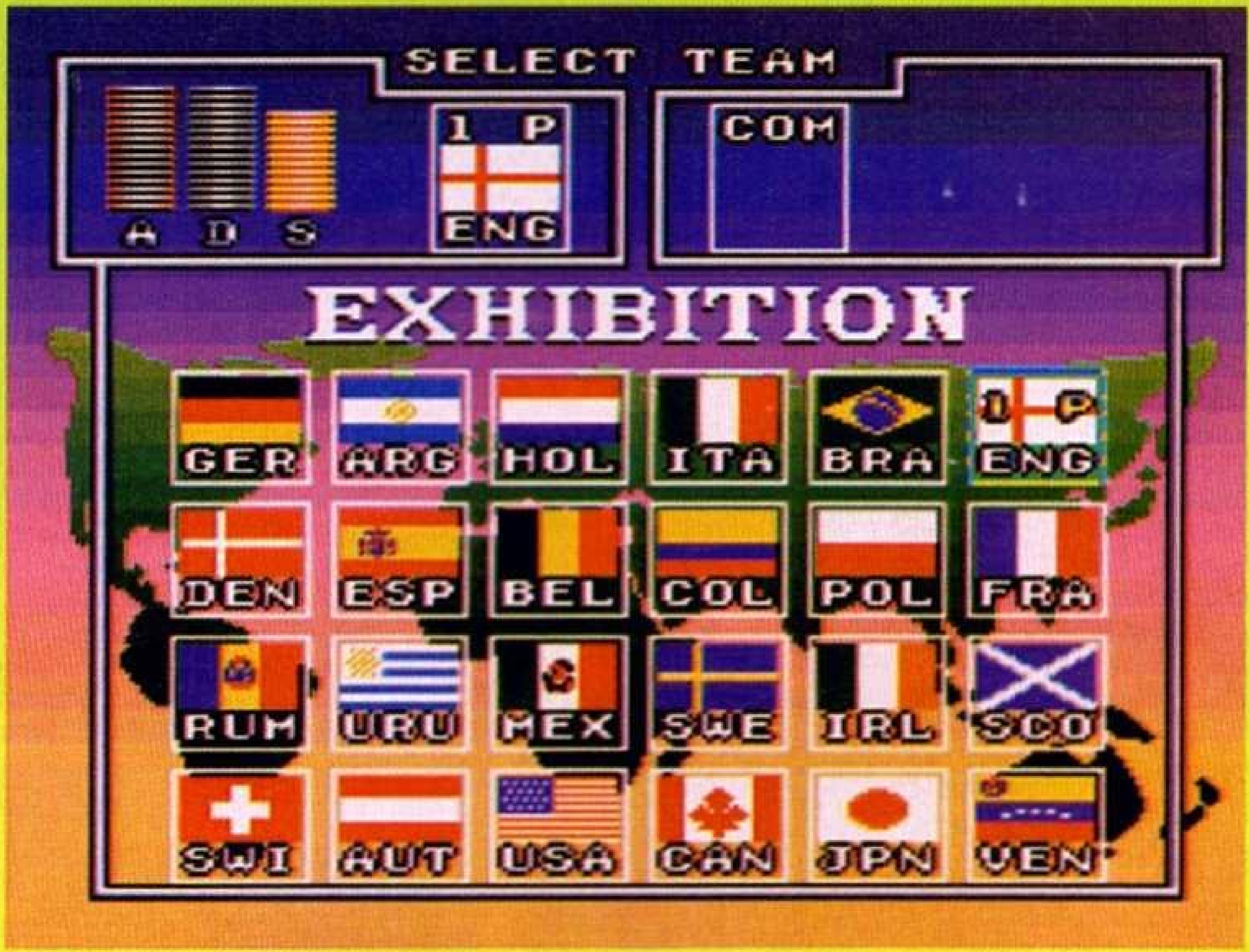

TAILS
HEADS
EXHIBITION
1 P
COM
BRAZIL
VS
JAPAN

▲ Super soccer action as the referee tosses the coin. Oo-er missus!

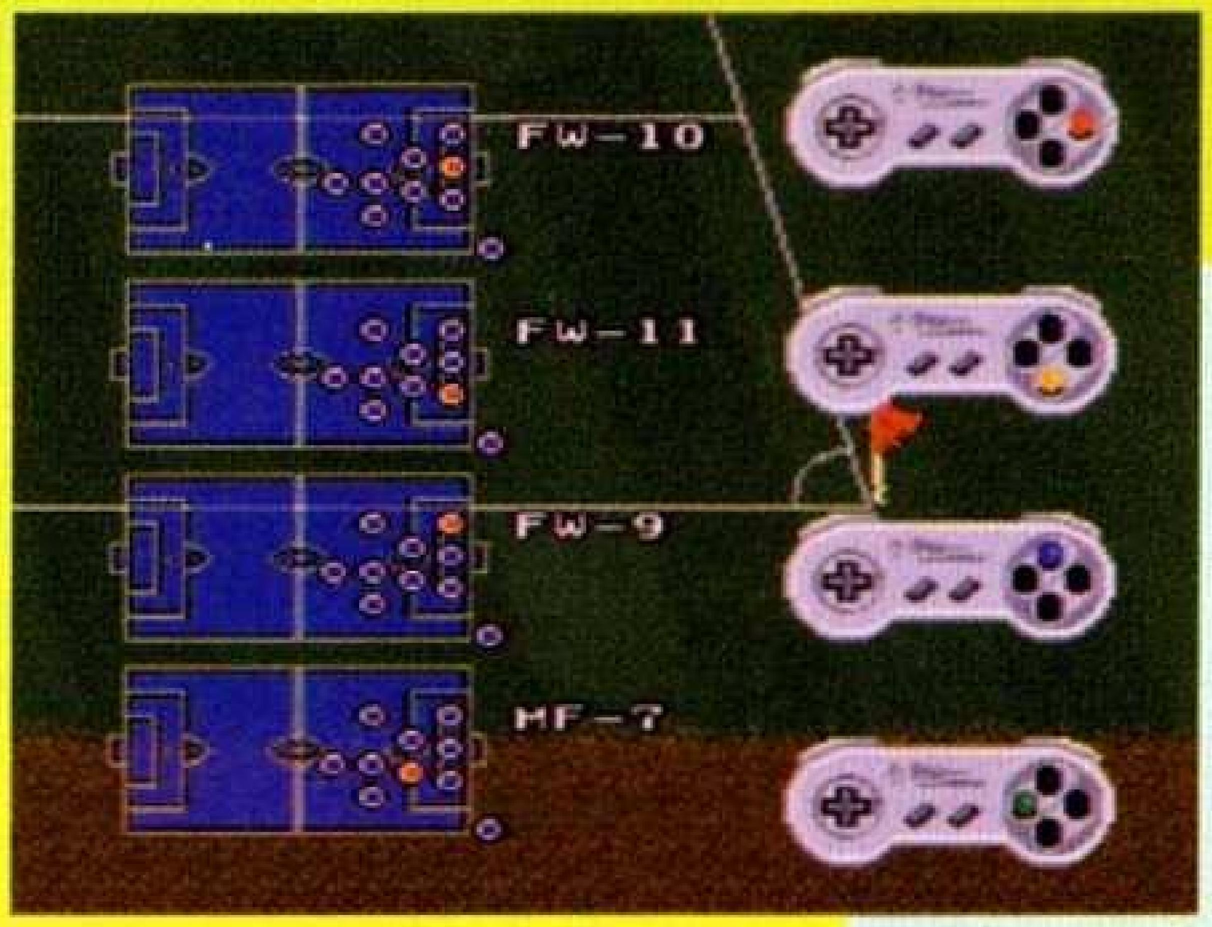
HACK 'EM DOWN!

Of course, Football wouldn't be Football without fouls, and Super Goal has late tackle fun a-plenty! Although there is an option to ignore any fouling, playing Super Goal with the option on makes for a slightly more skillful game. However, before sneaking up behind a rampaging striker and lopping his legs from under him, be warned that the invisible in-game Ref has eyes and ears everywhere - in fact, he's so omnipresent he surely ranks as a deity! That said, though, although fouls are recognised and free kicks given to the crocked player, very few red or yellow cards are handed out.




SELECT TEAM
A D S
1 P
ENG
COM
EXHIBITION
GER
ARG
HOL
ITA
BRA
ENG
DEN
ESP
BEL
COL
POL
FRA
RUM
URU
MEX
SWE
IRL
SCO
SWI
AUT
USA
CAN
JPN
VEN

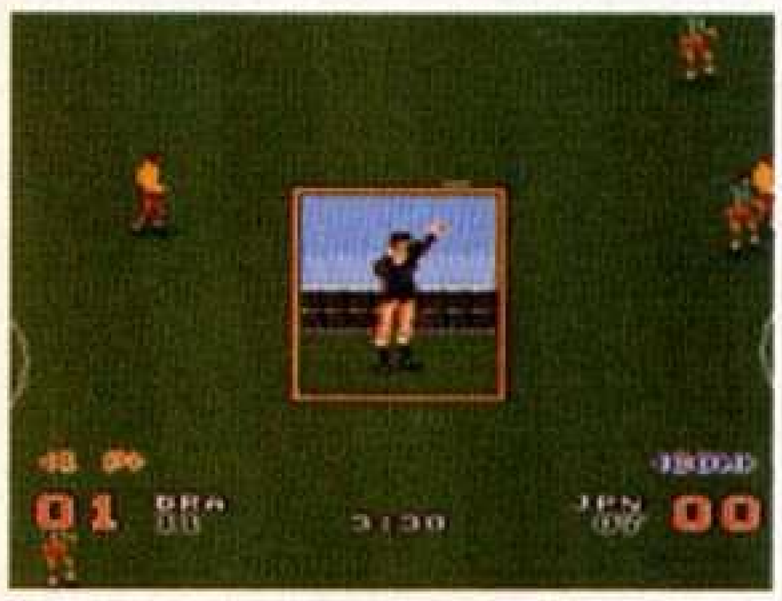
▲ Pick a team, any team.


FW-10
FW-11
FW-9
MF-7

▲ Giant joypads invade Anfield.

PICK A TEAM, ANY TEAM...

No less than 24 international teams are available to control, ranging from mighty giants such as Brazil and Germany to the not-so hot Canadian and Japanese elevens. When playing a friendly match, the player is invited to select the team they wish to play as and their opponent. Each of the teams is given three main characteristics - defence, attack, and speed - and their ability in each of these fields is depicted by a coloured bar. Obviously, the lesser team have shorter bars, and this allows the player to select the difficulty of their opponent by gradually working their way up from the two aforementioned amateur teams to the slightly more adept players from, say, Sweden or Denmark.



SHOOT YOUR SHOT

It has to be said that Super Goal's computer-controlled Goalies are cat-like superheroes who rarely drop or fumble the ball. As a result of their elasticity, it's not unknown for a match to end in a 0-0 draw. If this happens, a penalty shoot-out is used to decide the winner. Switching the view to that of behind the penalty taker, the player controls either the 'keeper or the taker, using the stick to decide which direction to dive or shoot, and the pad's button to actually kick the ball or prompt the dive.

COMMENT

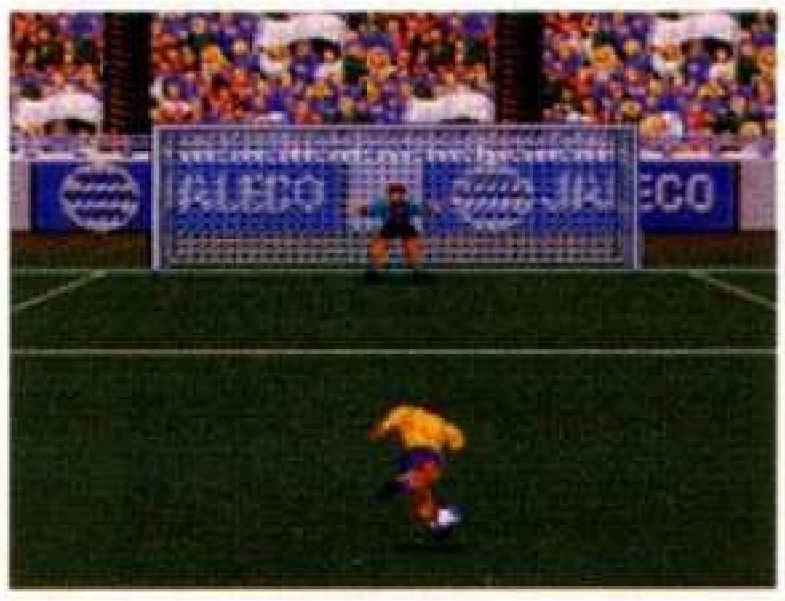
STEVE

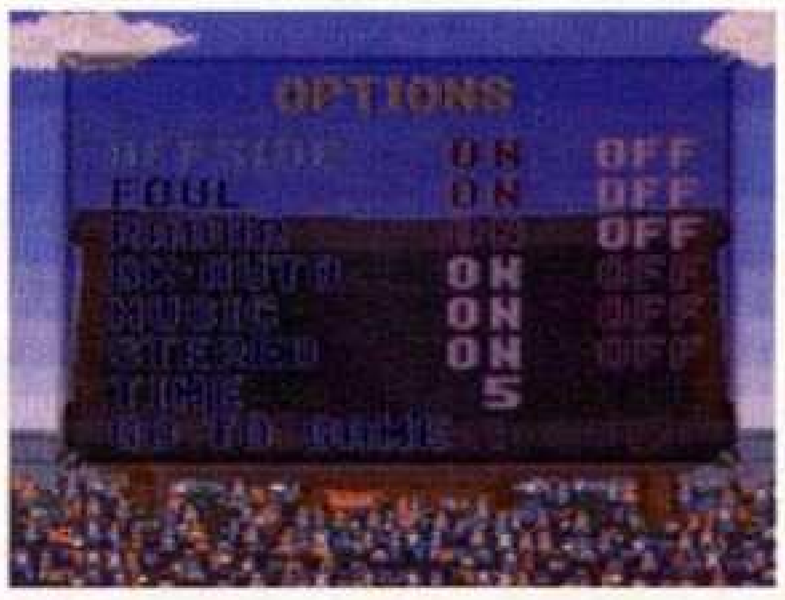
I couldn't believe it the first time my on-screen striker kicked the ball - the explosive sound effect left me wondering if he had fired a cannon! Yessiree, Super Goal is certainly a lot of fun - but for all the wrong reasons. Once you have settled down after hearing the over-the-top sound effects, and have finished wondering why the music sounds like the tunes normally heard when meeting a 'Boss' creature in a shoot 'em up, it's time to get to grips with Super Goal's playability - which, sadly, isn't as long-lasting as the said mirth. At first, all seems fine and dandy; the players receive passes with some of the nicest animation to grace a Footy game, but the number of shots soon proves limiting, and stifles any further enjoyment. In addition, scoring goals often proves impossible thanks to the unbelievable reflexes of the goalies - whilst on other occasions it proves extremely easy. Such basic flaws and dull action eventually kills off any fun to be had from Super Goal, and once again leaves Super NES owners no closer to the ultimate Soccer game.

COMMENT

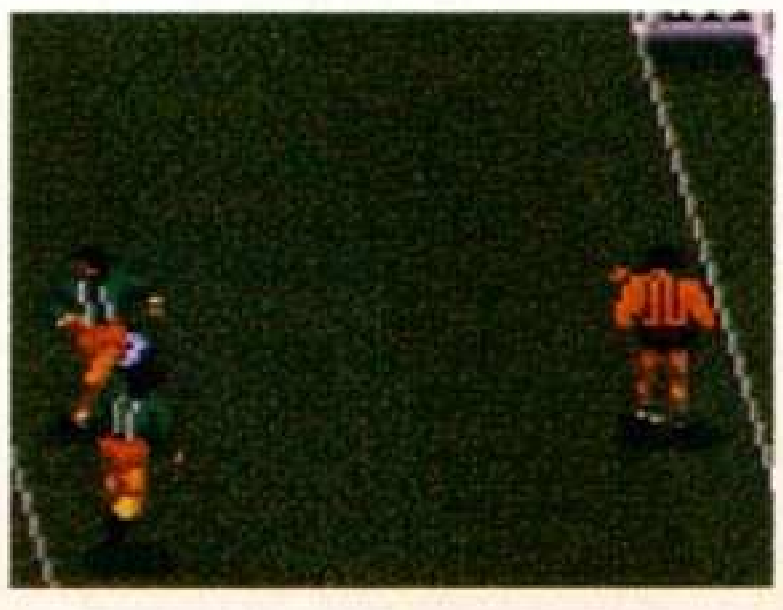
GUS

Remember Jaleco's Goal on the NES? Yep, it has been fully revised for the 16-bit system in all its abhorrence. Actually, Super Goal doesn't play too badly, partly because it's slower and more controllable than the recent Super Kick Off. There is no vast set of options to keep you from the action, and in-game strategy is simple to control. However, when you see the pitch and players it's a complete letdown. The visuals have a distinct 8-bit appearance and sound is strangely detached from the action, more in keeping with the like of Ramparts. An effort has been made to give the game some glamour, with cut-in shots from behind the goal and the odd scene of jubilation, but the substance of the game is no better than average. One major flaw, common to many football games, is that it's very hard to score because of the clairvoyant goalie system. Why not make the 'keepers a little more fallible, and make the game a lot more exciting? Despite its tawdry appearance, Super Goal isn't any worse than the football attempts on the Super NES - it merely joins them at the bottom of the Second Division.

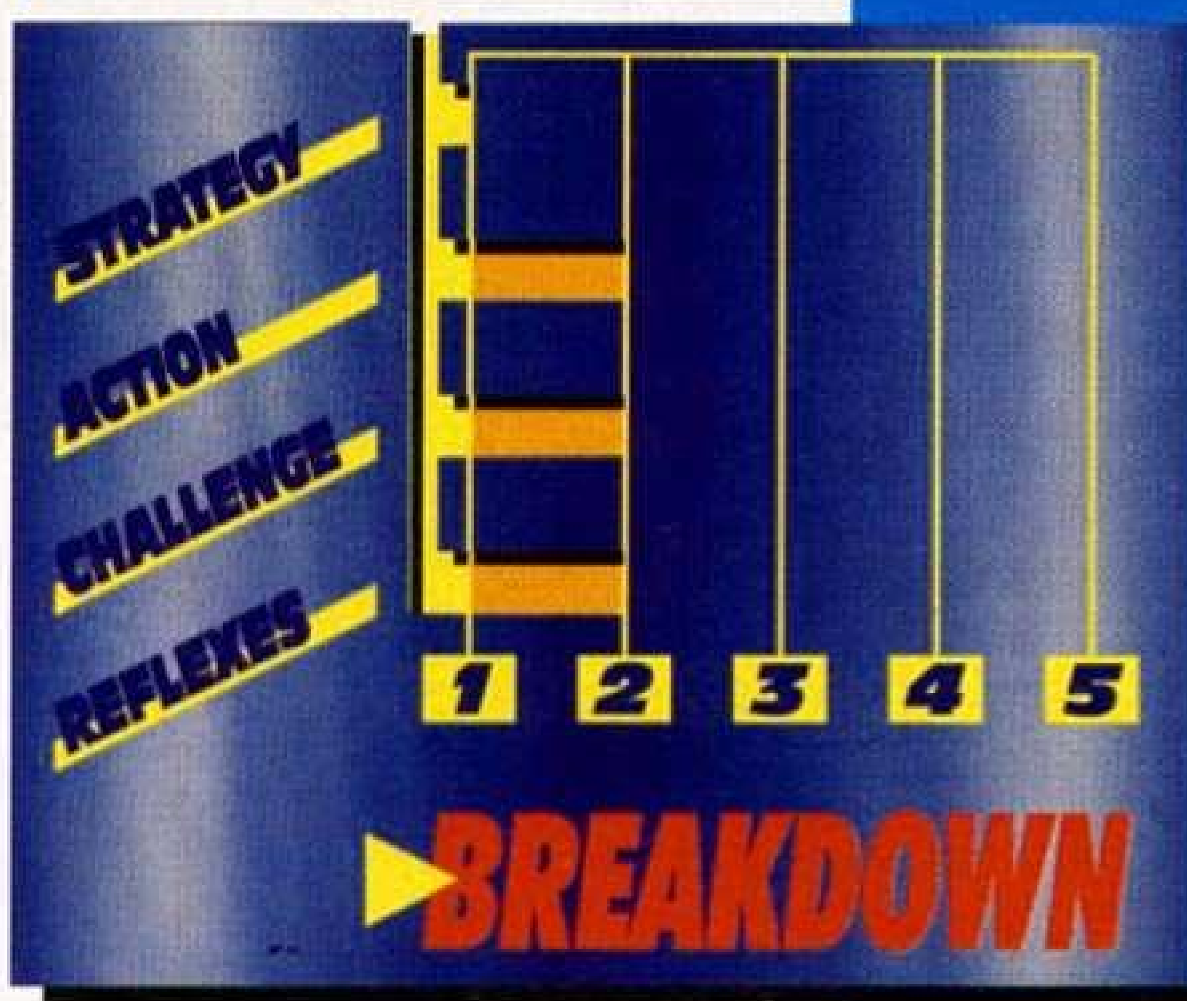




▲ Super soccer action
▼ Super soccer action



RATINGS



PRESENTATION

▲ Loads of options, ranging from a choice of team to the ability to add or remove fouls from the action. A scanner is also available to keep tabs on your players.

72

GRAPHICS

▲ The different viewpoints are a really nice touch and add variety to the action.
▼ A bit of variety between the players and some adherence to the colours of the international strips would've been nice.

71

SOUND

▼ Although impressive, the sound effects and in-game music are completely inappropriate. After all, I know Ian Wright has a hard shot, but it doesn't let off an almighty bang as it leaves his foot!

68

PLAYABILITY

▲ Easy enough to get into, and the different kicks and headers are instinctive to use.

64

LASTABILITY

▼ Although there are a number of increasingly hard to beat teams, the action is too dull and there are too few moves to sustain interest.

43

OVERALL

A nice enough Football game, but still far from an essential buy. Too many flaws relegate this to the lower divisions.

60

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REVIEW

SUPER NES

1 PLAYER

8 MEG

SHT GAME

CYBERNATOR
Press Start

PRICE:TBA
BY: KONAMI

RELEASE
MARCH

CONTROL
JOYPAD

GAME DIFFICULTY
MEDIUM

CONTINUES
THREE

SKILL LEVELS
ONE

RESPONSIVENESS
VALKEN ACE!

1ST DAY SCORE
261530

ORIGIN
Cybernator, known in Japan as Valken, is an original product from the programmers of such classics as Hellfire, Prince of Persia and Gynoug. The imagery employed is reminiscent of the classic Manga titles such as Gundam and Gunhed but is no relation. We've been waiting ages for this game, and here it is, at last!

The future. At the tender age of twenty-two, Jake was drafted into the Pacific State Marine Corps. As he nears completion of his Assault SUIT schooling, Jake and his fellow students begin to realise exactly why the training has been so intense. During the early years of Jake's recruitment, the Earth enters into a bitter war with a distant planet on the far side of the moon. According to some recently-released files the Earth has been running low on fossil fuels for some time and the opposing planet's governing forces are doing their utmost to take it for themselves.. As a final solution the two planets began to compete for the territorial rights to the moon.

Backed by the hopes and fears of the entire human race, Jake embarks on his first mission. One that he sincerely hopes won't be his last and with you at the controls, the chances are it won't be...

CYBE

NEW POWER GENERATION

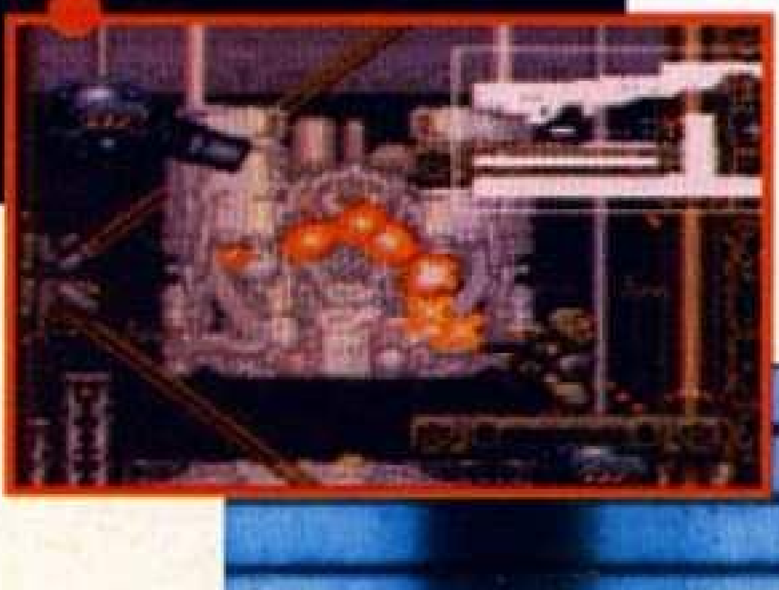
Power-ups are contained in the enemy's store enclosures. By blowing them up Jake uncovers his prize, much to the Assault SUIT's advantage. Some of the enemy forces contain such items too.

Power Chips: Represented by the P icon, the weaponry is powered up one level for every three icons collected.

Energy Chips: Represented by the H icon, the energy chips replace the failing Assult SUIT's energy supply.

New Weapon: Represented by the W icon, this supplies the Assault SUIT with a new weapon to toy with. Strangely enough.

I have a bad feeling about this.



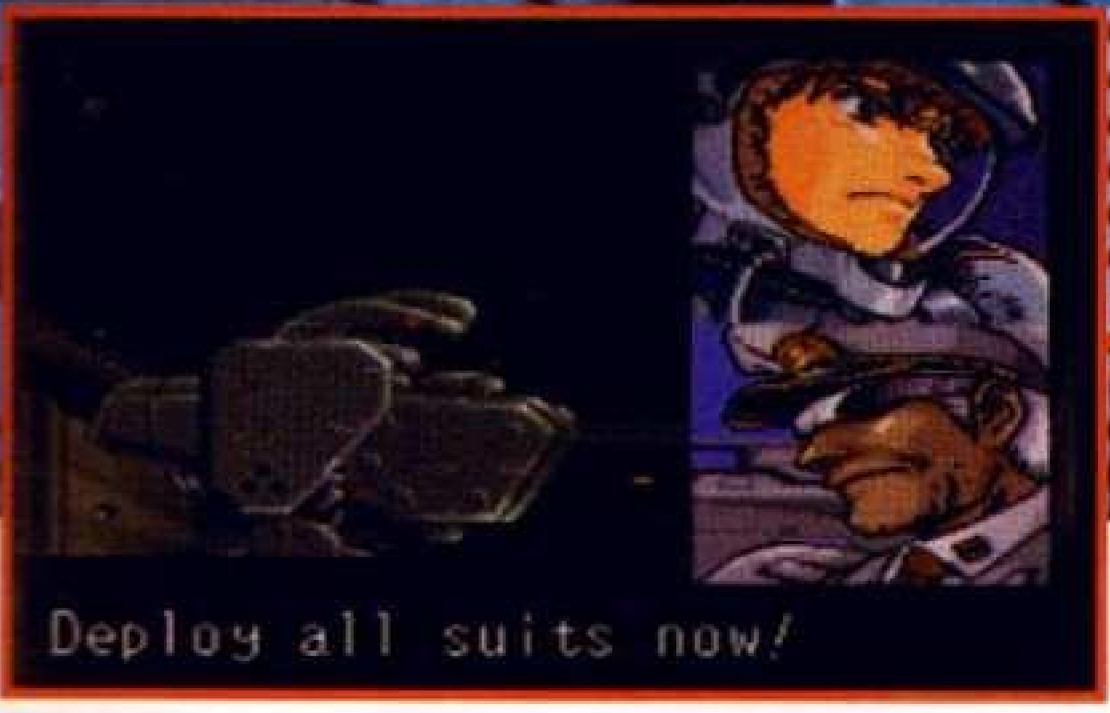
▲ The Assault SUIT in action. Just look at it for goodness' sake! Woof!

COMMENT

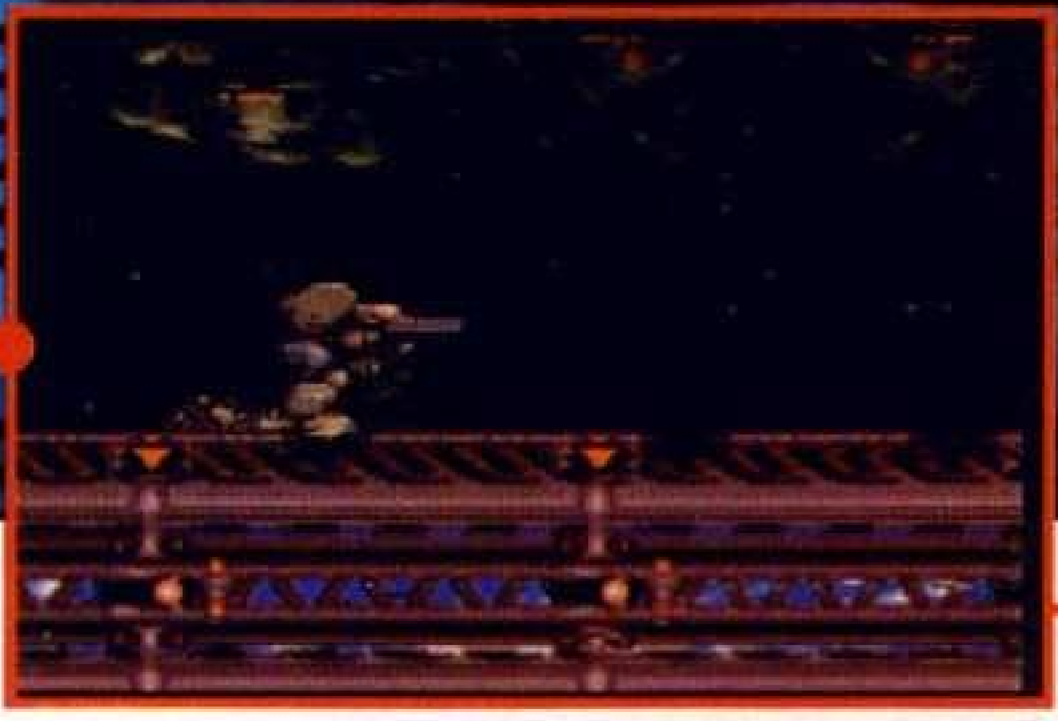
PAUL

Cybernator comes with the most awesome presentation ever seen this side of a CD game. But does this make it Great? As Tim says, the overdose of text and intermission screens may prove an annoyance when all you really want to do is play the game. However, Cybernator is a strange beast all round, the feel of the game is very different from the accepted blaster format in that every obstacle requires more thought than usual. This isn't like the swarm swatting antics usually found but more of an excercise in cool and calculated precision. In this context the idea of a story unfolding as the game progresses works very well. Konami are obviously attempting something different and, in my view, it's a welcome change. I love the Manga-style approach and it transforms the game into something more wholesome than expected. What's more, the Assault SUIT itself is quite an intricate character to control but responds extremely well to the commands made from the joypad. Without wanting to spoil things too much for you, the plot of the game can also be affected depending on Jake's performance - which adds further to the game's lasting appeal. It may not provide the pure adrenalin rush that Contra Spirits gives but Cybernator still rates as one of THE top platform shoot 'em ups available for the Super NES and I can't think why anyone would be dumb enough to pass this up. You've got to get it!

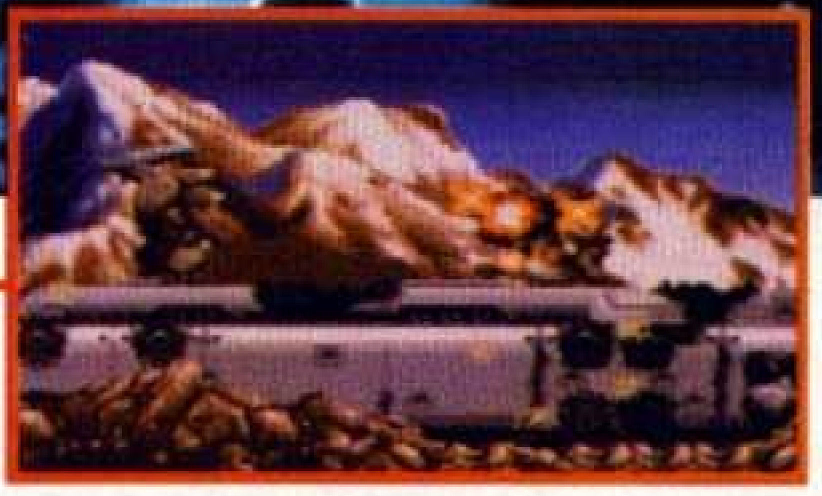
PAUL



▲ Just close your eyes and think of home, lad.

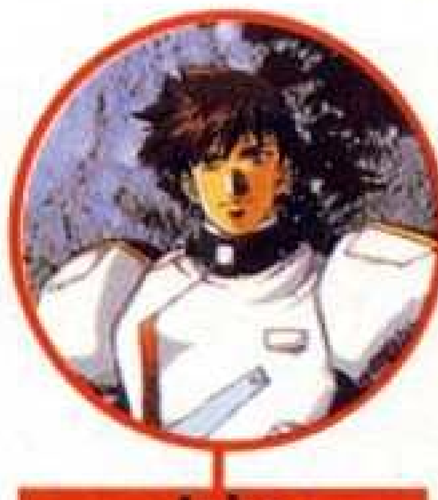


▲ Jake seers into action, jets blazing and adrenelin pumping!

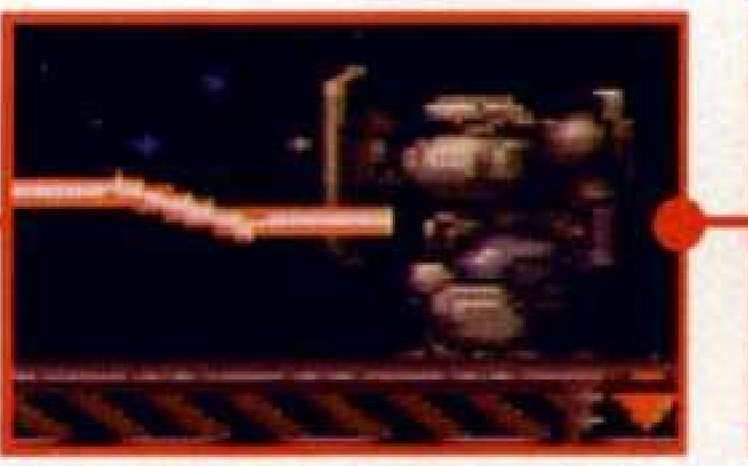


RNATOR

The mobile SUIT (Space Utility Instrument, Tactical) used by Jake is capable of the most awesome power. Konami, by means of some vey convincing animation, have brought to life one of most complex characters ever to grace a video game. All six buttons are employed in the control of this giant machine, adding an exciting new dimension to the shoot-em-up genre.

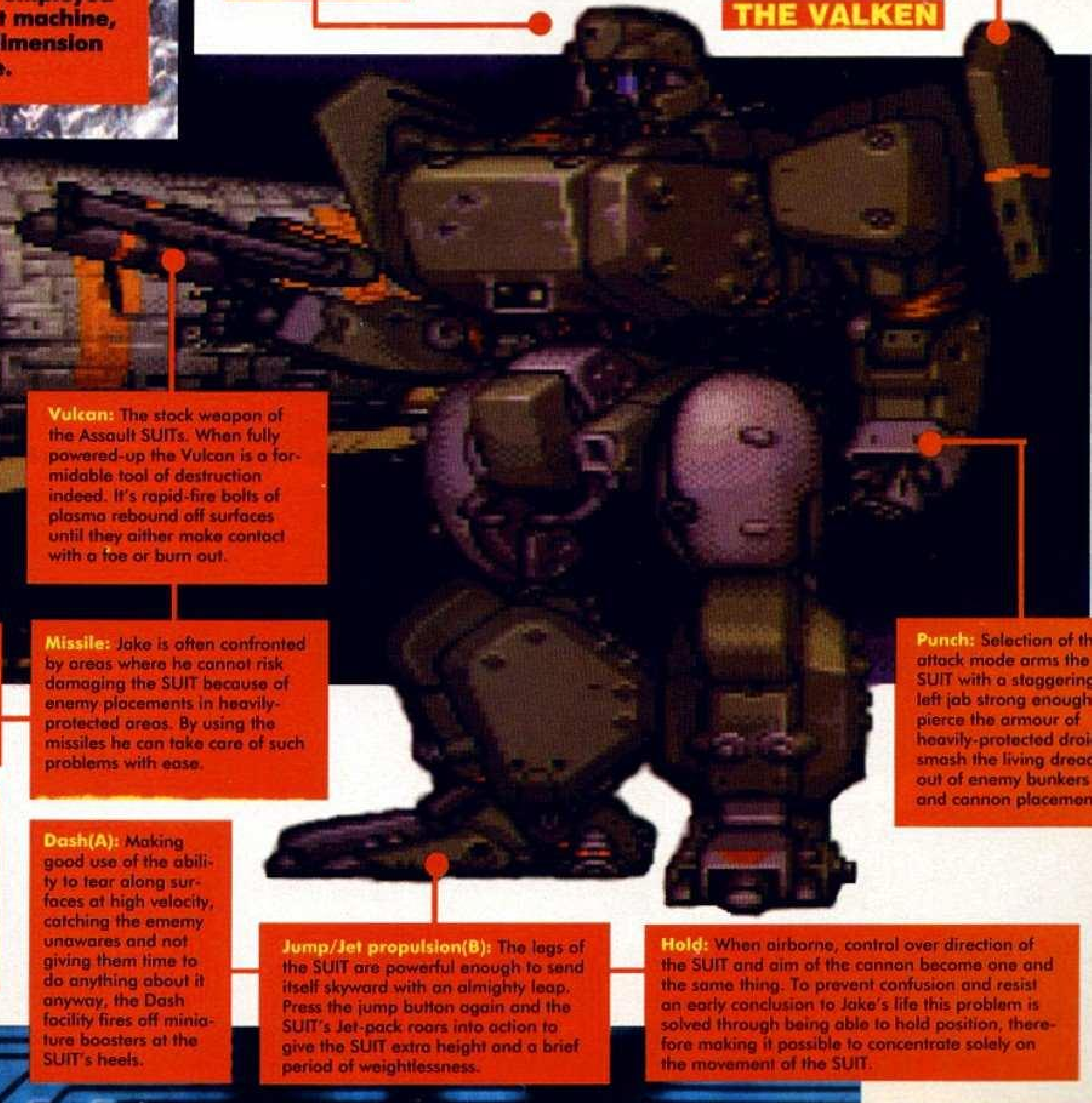


Jake



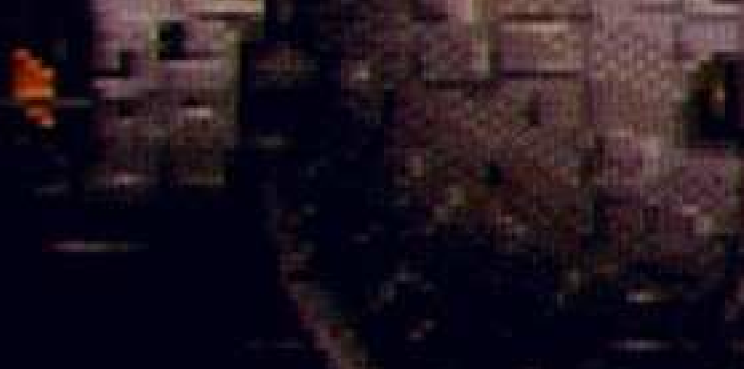
Shield(R): Strong as they are, the Assault SUITs need protection of some kind becasuse the enemy flak is usually pretty staggering, too! For this reason all the SUITs are equiped with a colossal shield to hide behind in the face of destruction. Even heroes need to stay low sometimes!

THE VALKEN



Vulcan: The stock weapon of the Assault SUITs. When fully powered-up the Vulcan is a formidable tool of destruction indeed. It's rapid-fire bolts of plasma rebound off surfaces until they aither make contact with a foe or burn out.

Weapons select (X): The SUIT is capable of retaining a variety of weaponry in its vast arm-mounted cannon. All have their special purposes and may be selected at will. They are as follows:



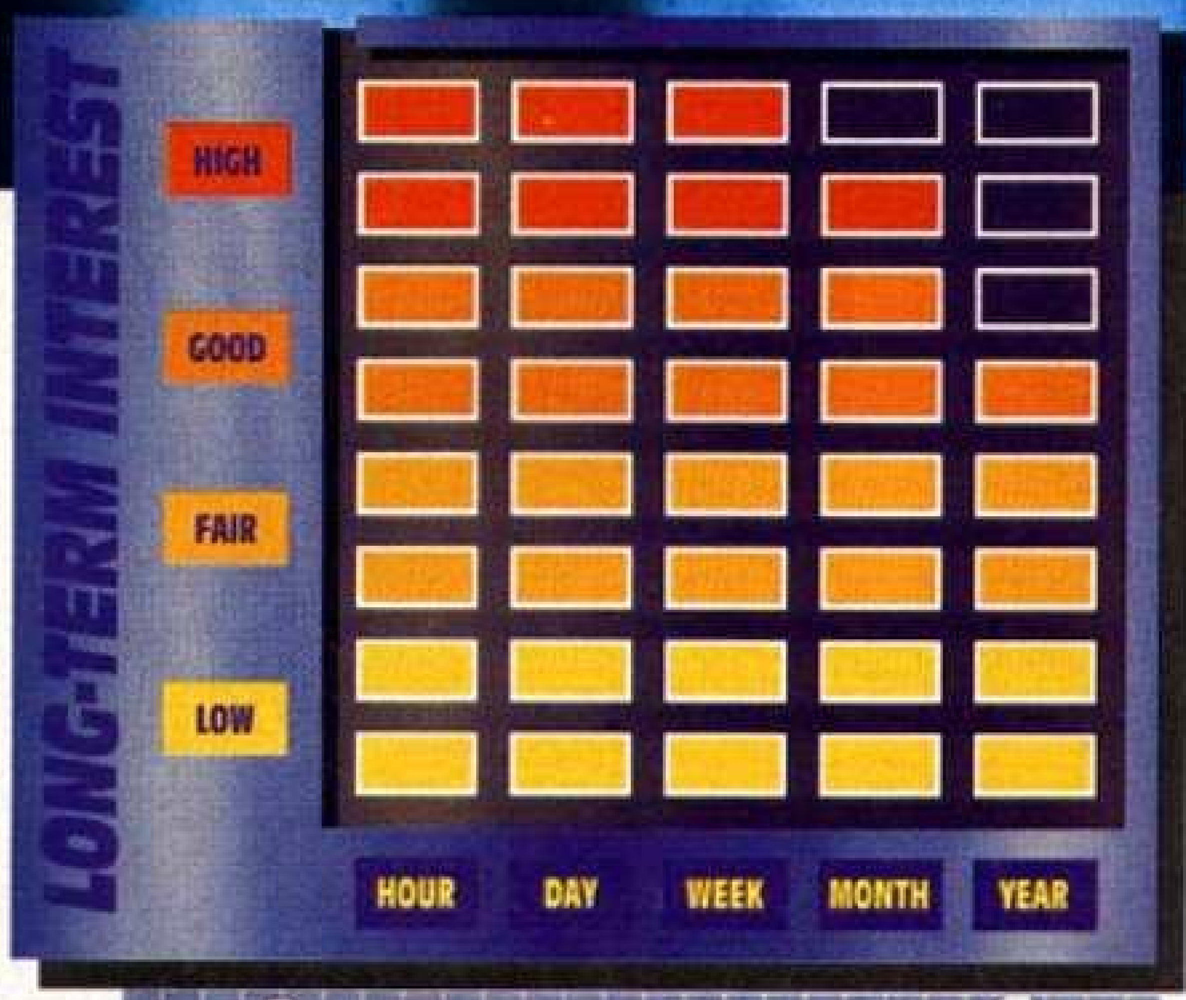
Missile: Jake is often confronted by areas where he cannot risk damaging the SUIT because of enemy placements in heavily-protected areas. By using the missiles he can take care of such problems with ease.

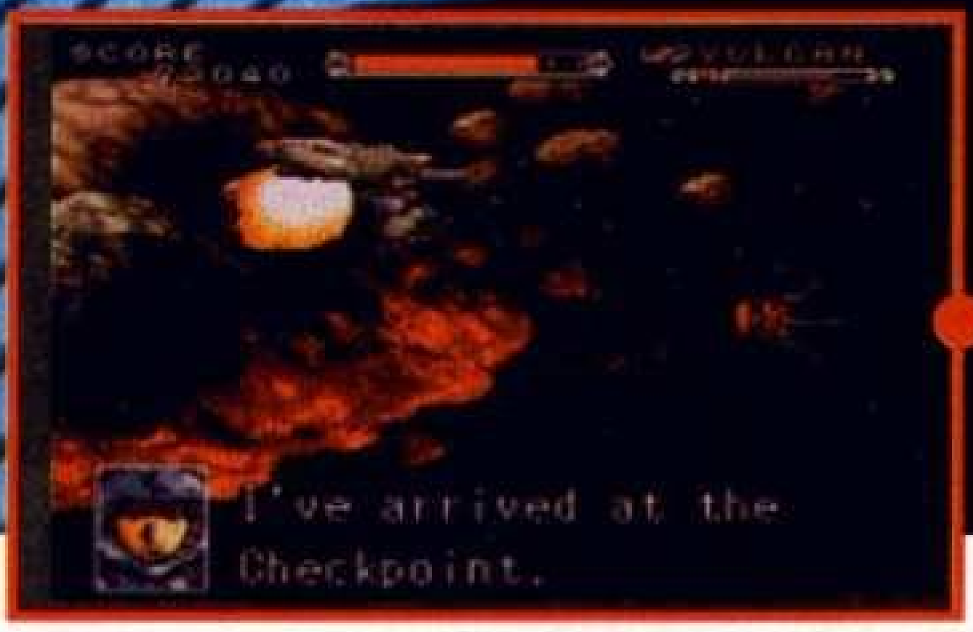
Punch: Selection of this attack mode arms the SUIT with a staggering left jab strong enough to pierce the armour of heavily-protected droids, smash the living dread out of enemy bunkers and cannon placements.

Dash(A): Making good use of the ability to tear along surfaces at high velocity, catching the ememy unawares and not giving them time to do anything about it anyway, the Dash facility fires off miniature boosters at the SUIT's heels.

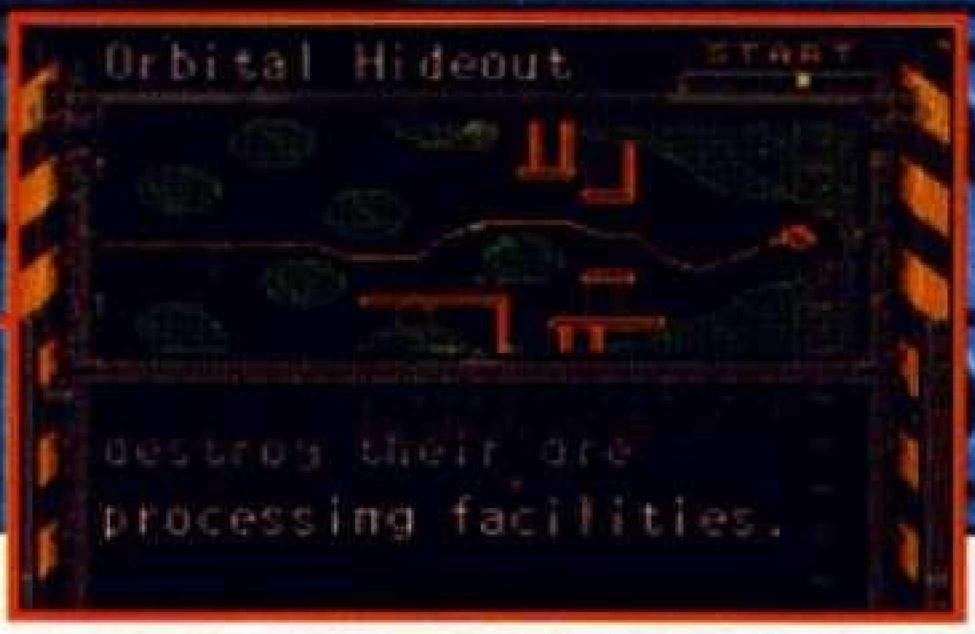
Jump/Jet propulsion(B): The legs of the SUIT are powerful enough to send itself skyward with an almighty leap. Press the jump button again and the SUIT's Jet-pack roars into action to give the SUIT extra height and a brief period of weightlessness.

Hold: When airborne, control over direction of the SUIT and aim of the cannon become one and the same thing. To prevent confusion and resist an early conclusion to Jake's life this problem is solved through being able to hold position, therefore making it possible to concentrate solely on the movement of the SUIT.



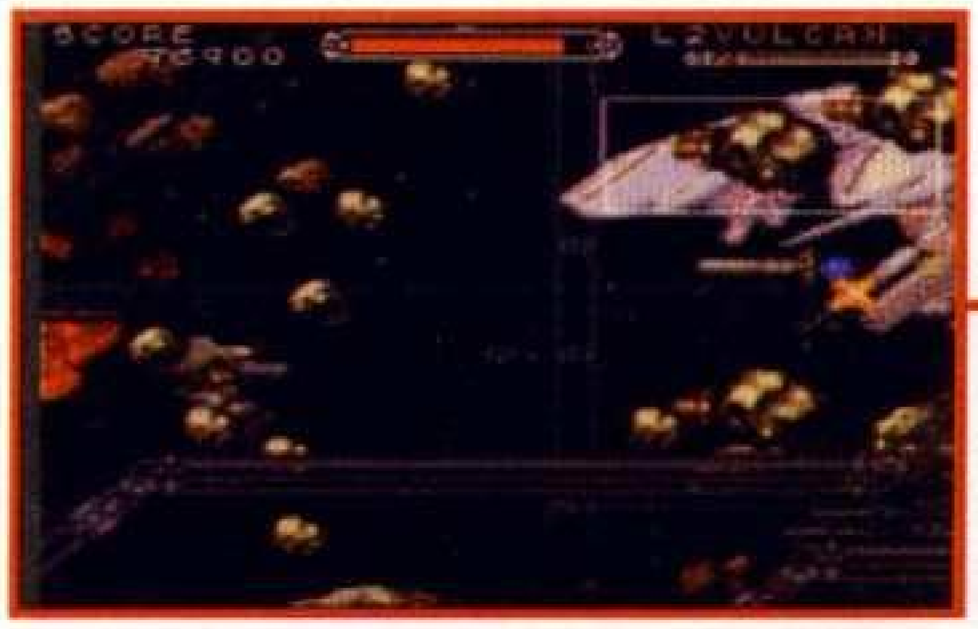

I've arrived at the Checkpoint.

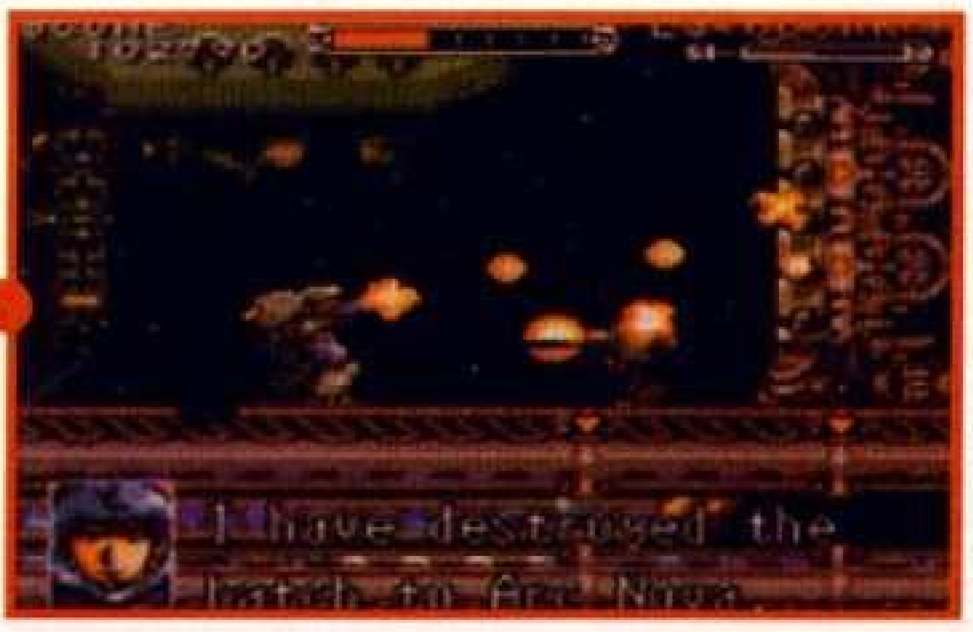
▲ Jake manages to survive part one of the second mission.


Orbital Hideout

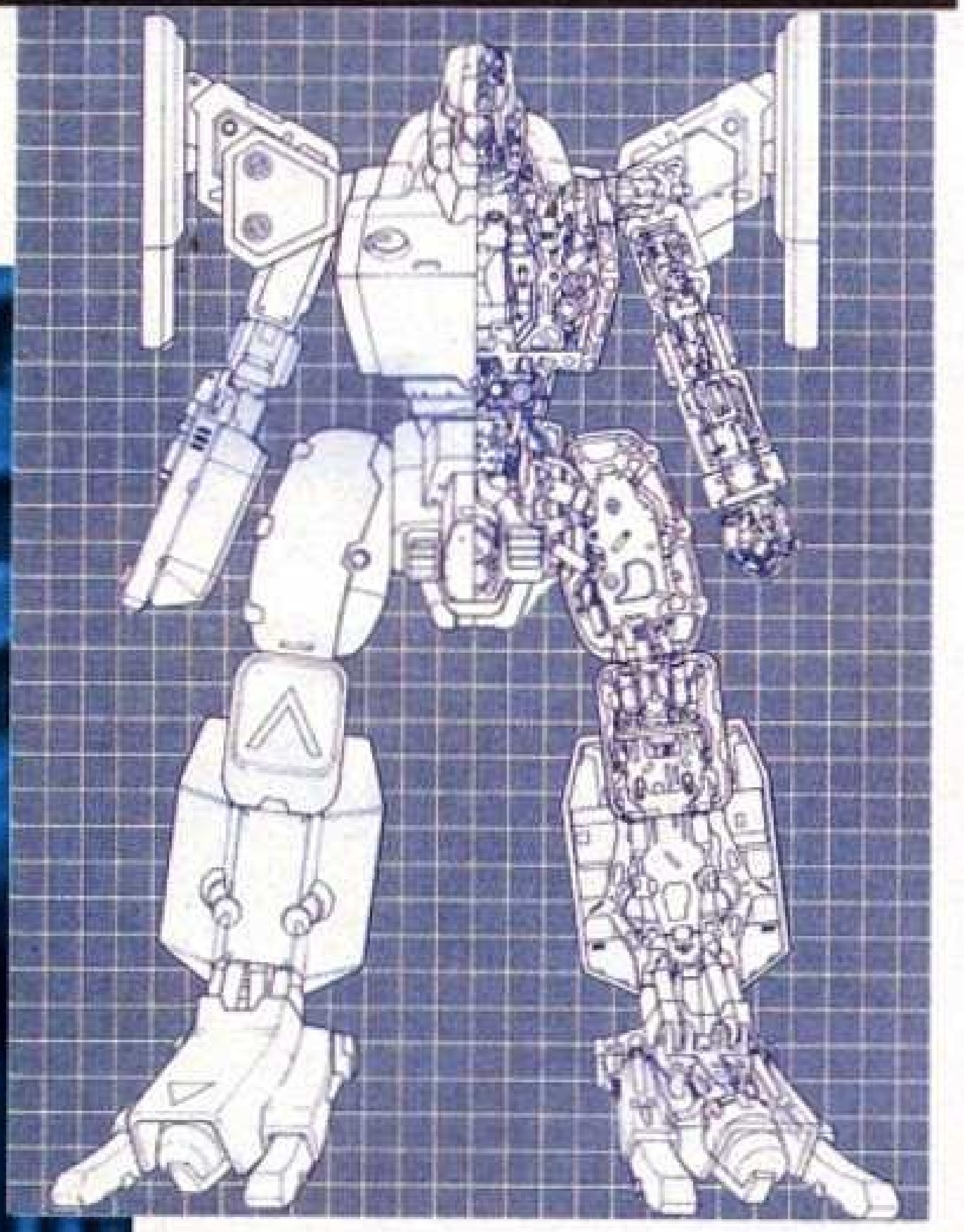
destroy their ore processing facilities.

▲ Pay attention in the important briefings or suffer!


▲ Hold your breath as the mobile artillery moves in!


I have destroyed the hatch to Arc Nova.

▲ Be careful Jake! You're our only hope...



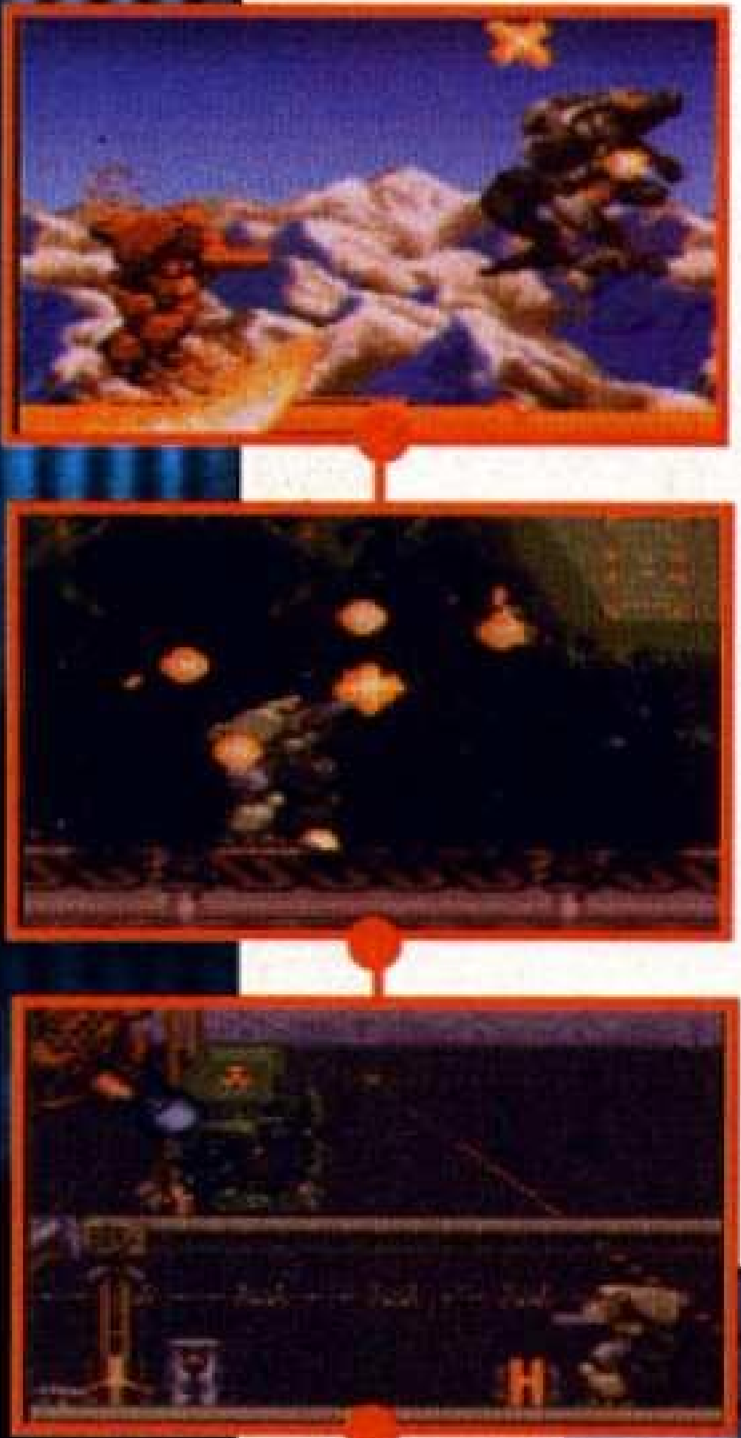
VERSIS VERSUS...

Jake's platoon is led by the battle-craft Versis' captain. The battle-craft Saratoga has already been downed, a victim of unsurmountable odds. The Versis provides the necessary force to infiltrate each occupied area but from then on Jake is on his own. He is, however, guided by his superiors back at the ship who offer guidance at significant points in the battle. The first three missions and their briefings are as follows:

Mission One: Colony attack: The Versis battlecraft invades the enemy colony with intent to destroy an enemy spacecraft that is docked there. Jake is to prevent the engine block before it is installed therefore imobilising the enemy craft.

Mission Two: Orbital hideout: Ore mined from the moon is sent into orbit by the enemy to await collection. The Ore is then transported to a processing lant from where it is used for constructing more weaponry. If Jake can eliminate the plant then the enemy has no hope of rearming itself.

Mission Three: Gain control of Arc Nova: Arc Nova is a giant asteroid that was created by a meteor explosion. It is the nucleus of the enemy strike force. Ownership of the Arc Nova means control of the Lunar Route - the safe passage between Earth and the Moon. Jake's mission is obvious here: take or be taken! An evil Captain named Granbia awaits to seal the Earth's fate.


▲ Yet more incredible Cybernator action!

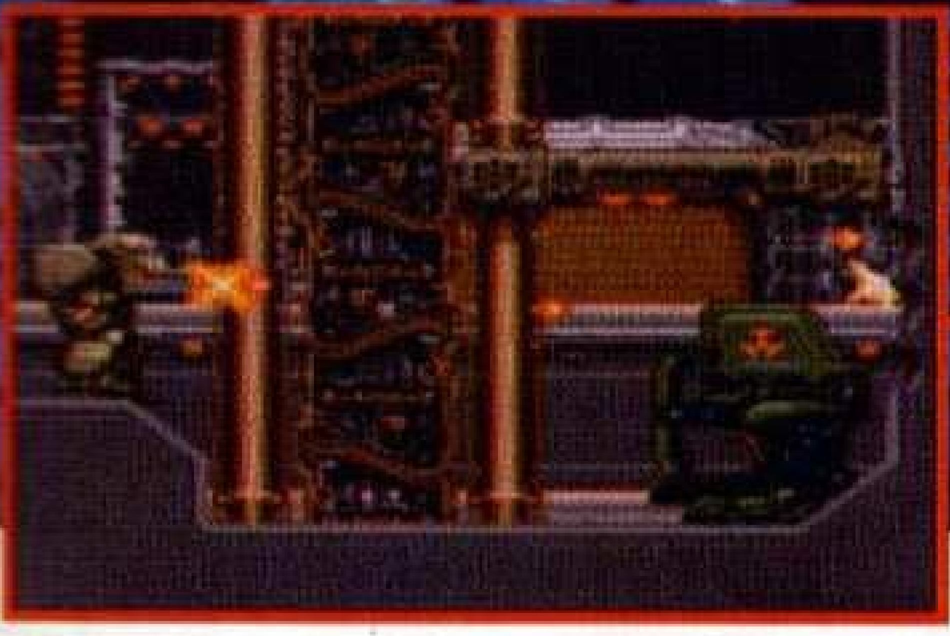
How To Control

The SUIT is controlled on the ground by the usual left/right D-pad movements. The position of the gun is effected by the rotation of the D-pad also. When airborne, the Assault suit's movements correspond with those of the D-pad.

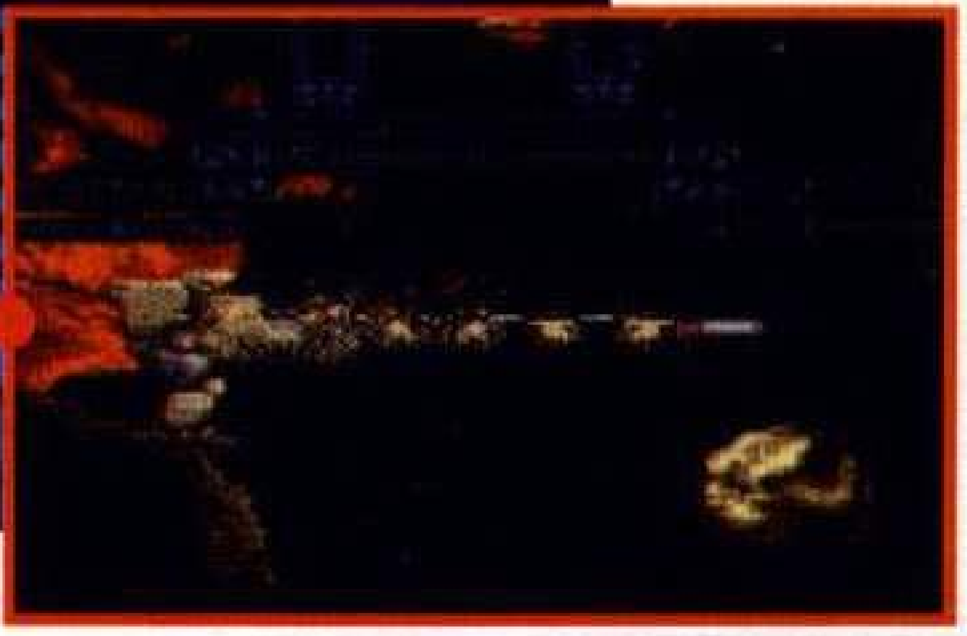
A	DASH	X	WEAPON SELECT
B	JUMP/ROCKET	Y	SHOOT
L/R	HOLD POSITION/RAISE SHIELD	S	STARTS AND PAUSES THE GAME

How To Play

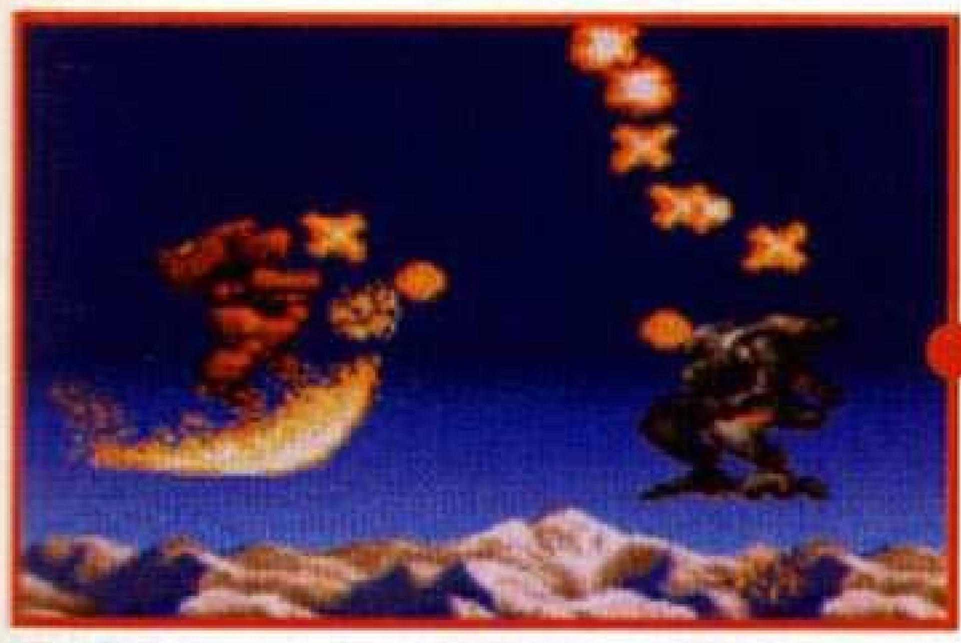
Help Jake to accomplish his mission by navigating his Assault SUIT through a succession of battle zones, collecting power-ups and other useful icons along the way. Blast the opposition to smithereens in accordance with the orders from home base!



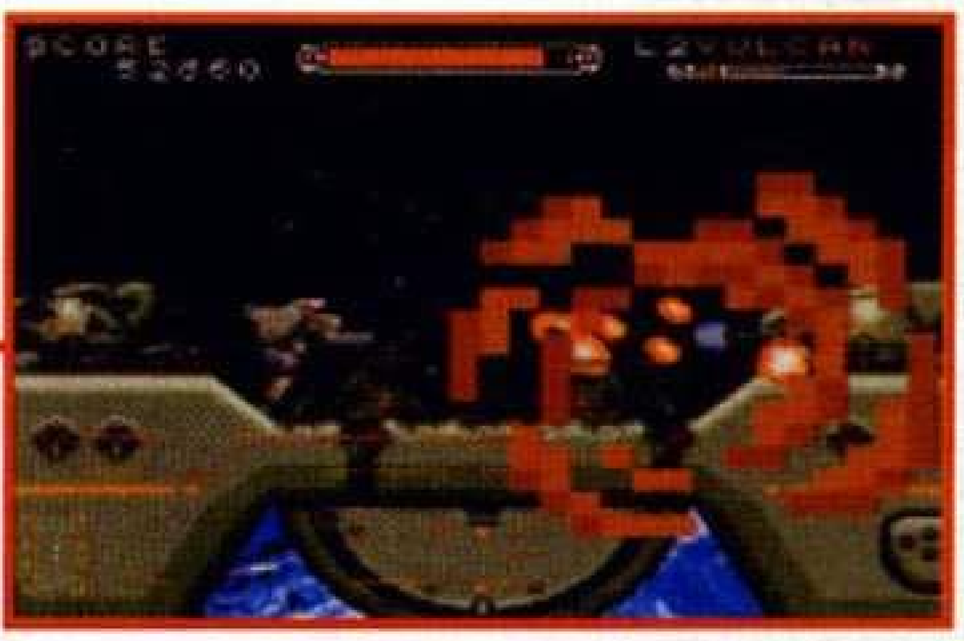
▲ Enemy SUITs just cannot compare to the mighty Valken.



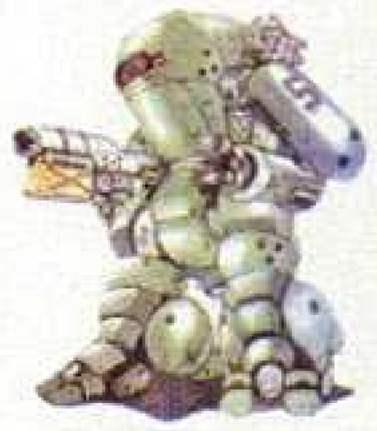
▲ Missile attack! Acquire a vantage point and let rip!!



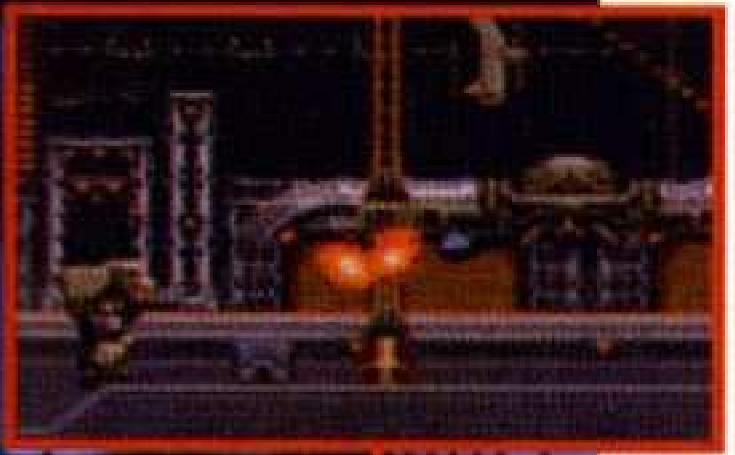
▲ How long can Jake survive this heat?

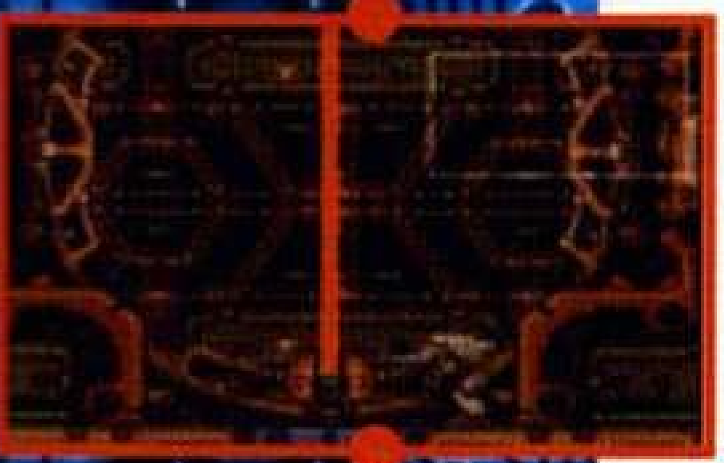


▲ Huge, MODE 7 explosions rock the screen!



▲ Surrounded, Jake looks for an opening and decides: "No problem!"





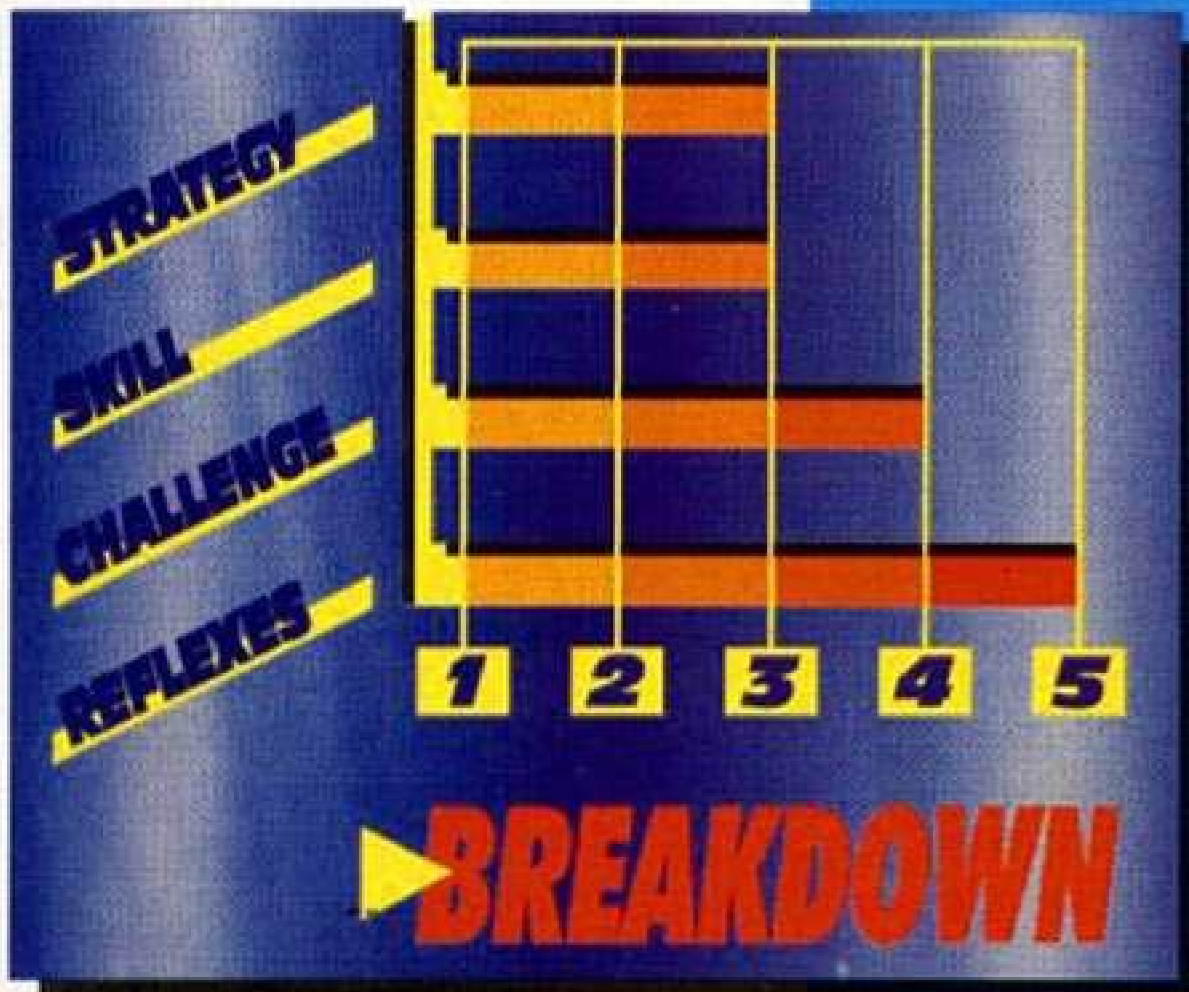
▲ Kerr-acck! Kashooom!! Ksshhh-ing!!!

COMMENT

TIM

We've been slobbering in anticiaption of this latest Konami blaster for ages now, and when I finally got to play the game my initial reactions were so enthusiastic they're unprintable here! Cybernator is, quite simply, an AWESOME game in just about every respect. But for me it has one fairly major flaw: the flow of this hyper hard blaster is often interrupted by quite useless text which flashes up and freezes the game! Sadly, my reactions to this are unprintable anywhere. There's nothing quite so annoying as finding yourself in the middle of some completely topper mega blast frenzy when some jerk pops up on the screen and tells you something you knew already! Not only that, he takes a good three lines to say it, and by then you've completely lost the flow of the game. Having said that, a major reason why this is so annoying is that the game itself is just so amazing to play! Were the graphics, sound and gameplay anything less than the complete brilliance they actually are I might forgive the intrusion, but with Cybernator all you want to do is blast Blast BLAST! If Konami had thought to include an option allowing you to turn off the speech this game would have won my highest accolade. As it stands, its still a brilliant -if slightly flawed - blaster you can't afford to miss!

RATINGS



PRESENTATION

▲ The best presentation to be found in any game on the Super NES to date.

97

GRAPHICS

▲ The animation of the main sprite has to be seen to be believed! The backgrounds are stunning. There's very little to criticise at all! -Apart from some rubbishy-looking Mode 7 type explosions.

96

SOUND

▲ Fanatastic orchestrated sound tracks mixed with funky grooves joined by great effects.

96

PLAYABILITY

▲ Intense gameplay that doesn't let go. Control of the Assault SUIT is very involved but simple to master and, in the end, superb! The plot of the story changes and keeps the tension as tight as a piano string.

92

LASTABILITY

▲ The game is quite large and the challenge level is high. With the likelyhood of plot changes and the sheer quality of the cart it is surely one to come back to.

89

OVERALL

A high quality blast with enough novel features to mark it a head above the rest. However some may find the excessive presentation a bit too much.

94

REVIEW

SUPER NES

4 PLAYER

4 MEG

SPT GAME

The
Irem
SKINS GAME
PUSH START
TM AND © 1992 IREM
LICENSED BY NINTENDO

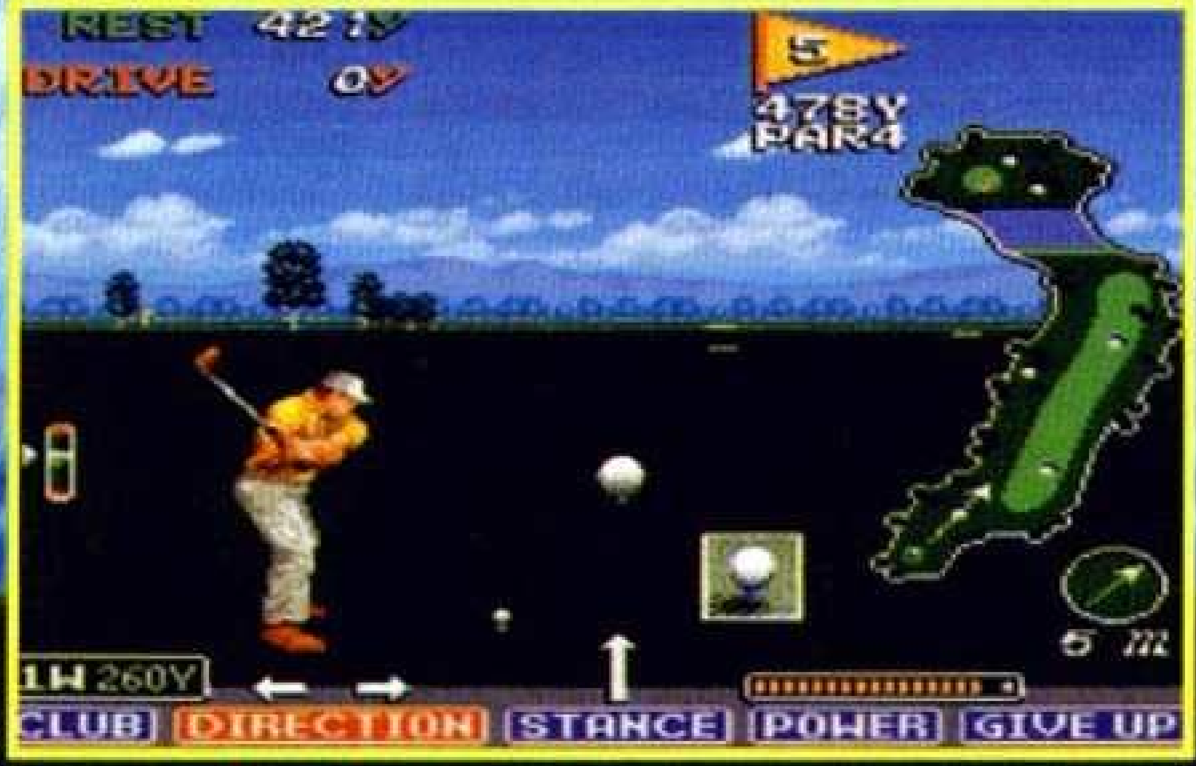
PRICE:TBA
BY:IREM

RELEASE
TBA
CONTROL
JOYPAD
GAME DIFFICULTY
MEDIUM
CONTINUES
N/A
SKILL LEVELS
1
RESPONSIVENESS
GOOD
1ST DAY SCORE
$60000
ORIGIN
Conversion of the Irem coin-op based around the American Skins golf tournaments - where each hole has an enormous cash prize!

THE IREM SKIN

The Skins Game. The title perhaps for a bunch of bovver-booted Nazi slapheads playing pass the parcel? No, the Skins Game is in fact a way for dead good golfers to make absolutely loads of money. The way these tournaments run is as follows: every hole has a certain prize (usually an amount of cash) allotted to it. Whoever completes the hole in the least number of strokes wins the loot. Certain holes also have bonus prizes for the player who gets closest to the hole on their first shot. All in all it makes for a cash-filled jamboree of woods, irons, silly trousers and Pringle sweaters.

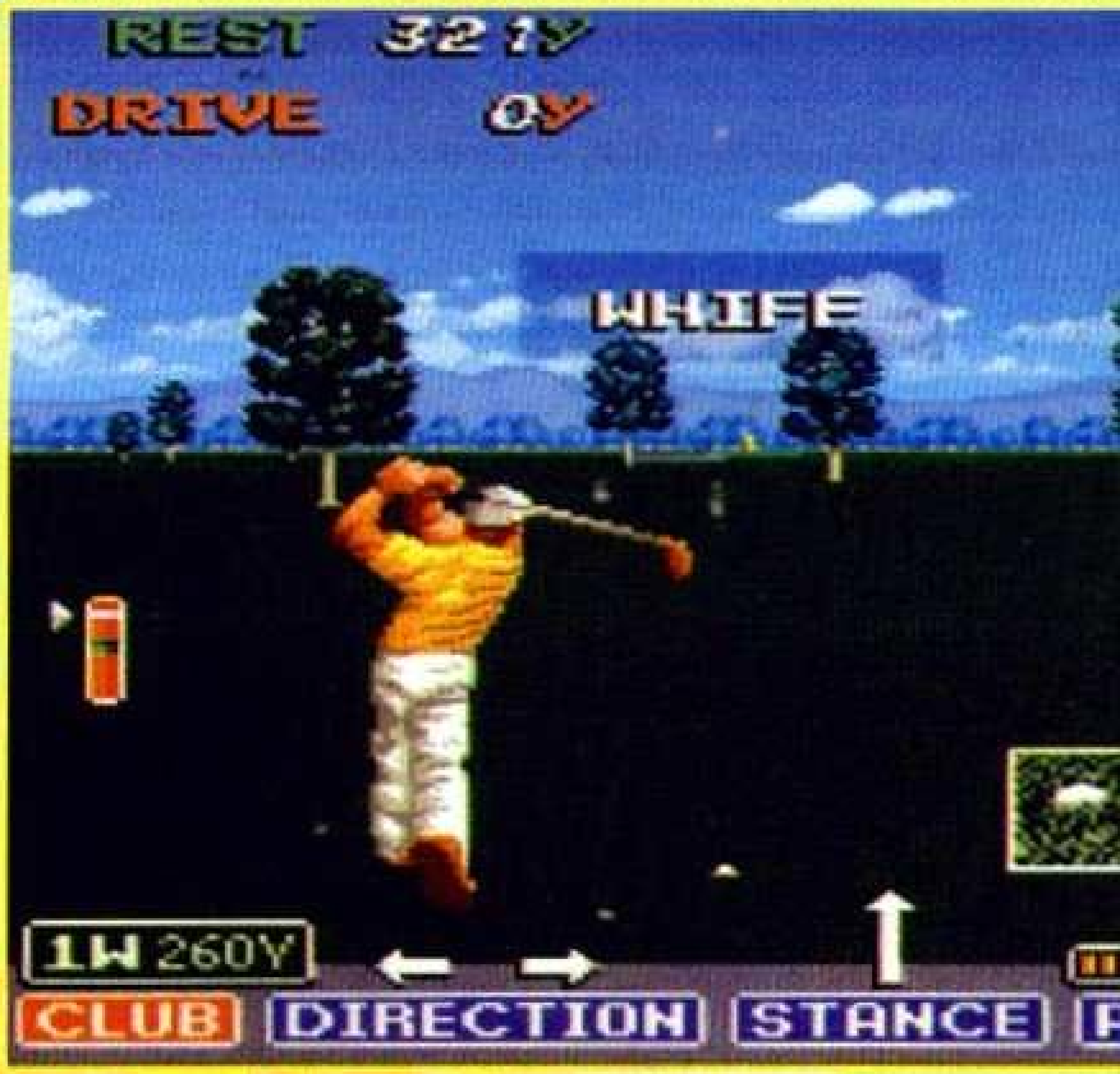
Now all the fun of the Skins Game (apart from all the money, of course) is brought to you courtesy of Irem. Their new Super NES title, the Irem Skins Game, is a conversion of their fairly popular golfing coin-op, and this conversion features all the gubbins that made the original a success - plus a couple of extra features, too!

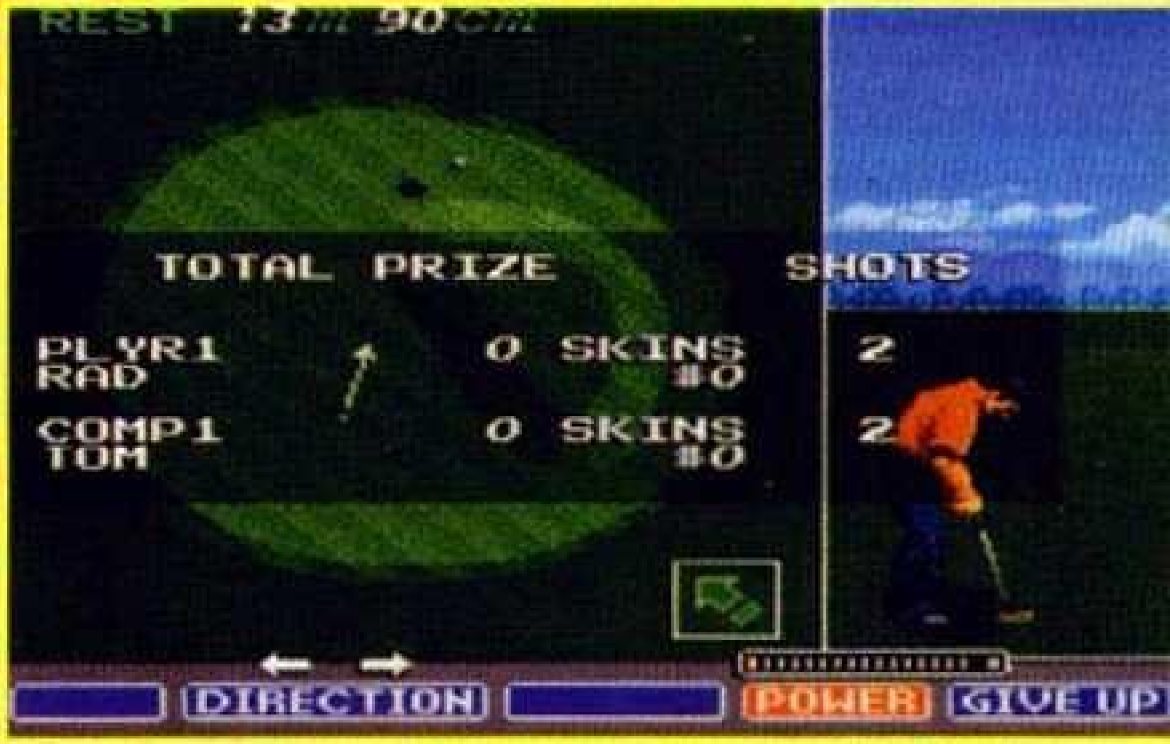


▲ OK, fine. So which ball is it that I hit, exactly?

PLAY A ROUND WITH YOUR MATES

Along with the Skins Game itself, there are a couple of other tournament games to enjoy packed into the cart. The first is a standard tournament option which pits up to four players against one another and a whole host of computer opponents ranging from the dismal to the dazzling, the object being to complete the course in fewer strokes than anyone else. Match Play mode pits two players against each other over eighteen holes. The person who completes the course in the fewest strokes taketh the prize. Finally, Stroke Play Mode rears its head. It's pretty much the same as Match Play but allows up to four players to participate.





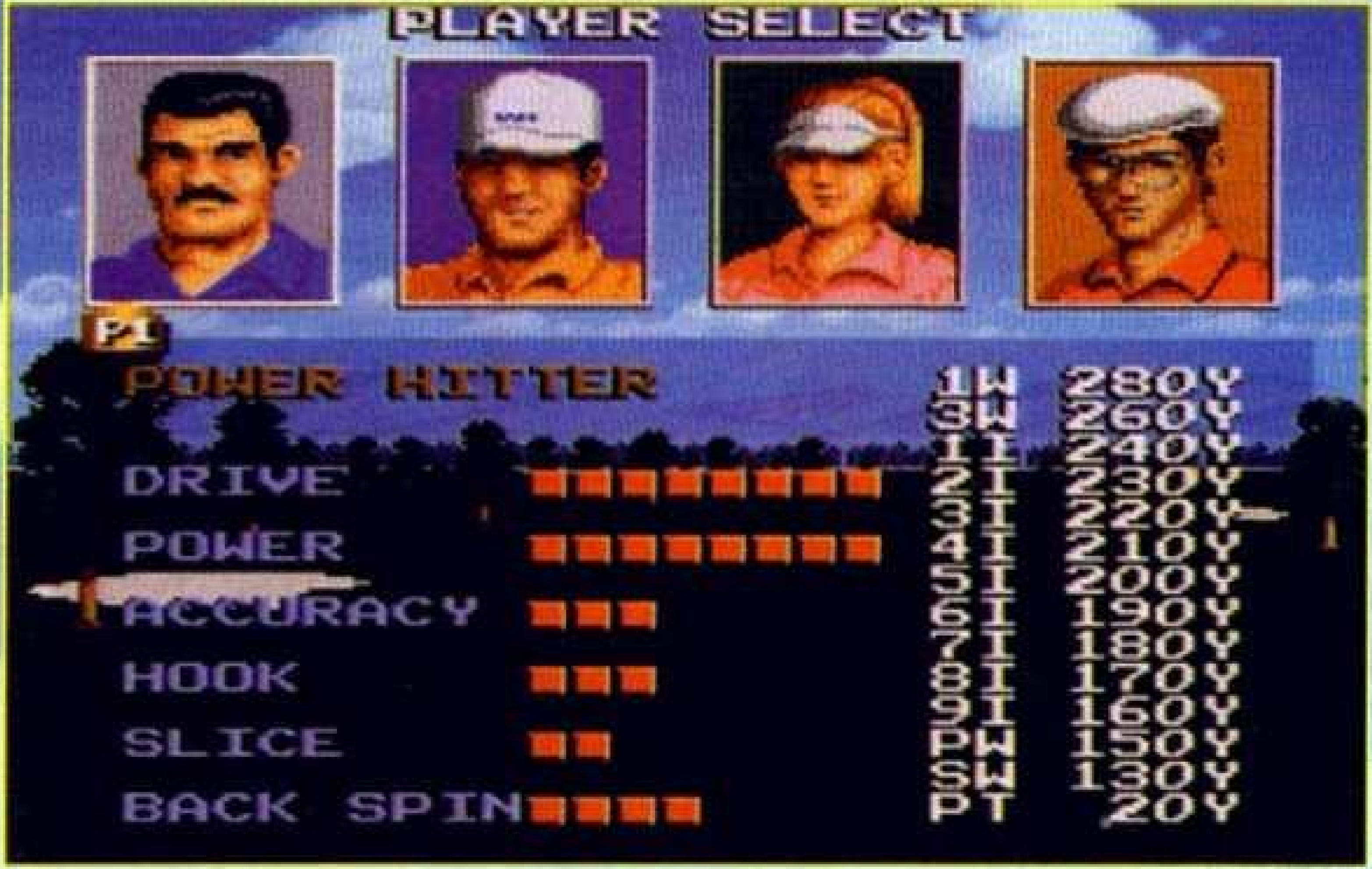
How To Control Use the directional pad and the buttons to select clubs, change stance, alter the direction or angle of the shot and choose your silly jumpers (well, maybe not that last one).

A	Hit the ball.
X	Go back one screen/Cancel names in input screen.
B	Moves the cursor/selects mode in options/skip screen presentation
Y	Go back one screen/Cancel names in input screen.
L/R	**L/R BUTTON:** Move the cursor left/right in the game screen.
S	**START:** Open/close score window. **SELECT:** Nought-ola.

How To Play Use the joypad to select your clubs, choose your shot from straight, hook or slice, and hit the ball at a power of your choosing. Complete each hole in fewer shots than your opponents to win the cash, or in the least number of shots possible if playing a regular tournament.

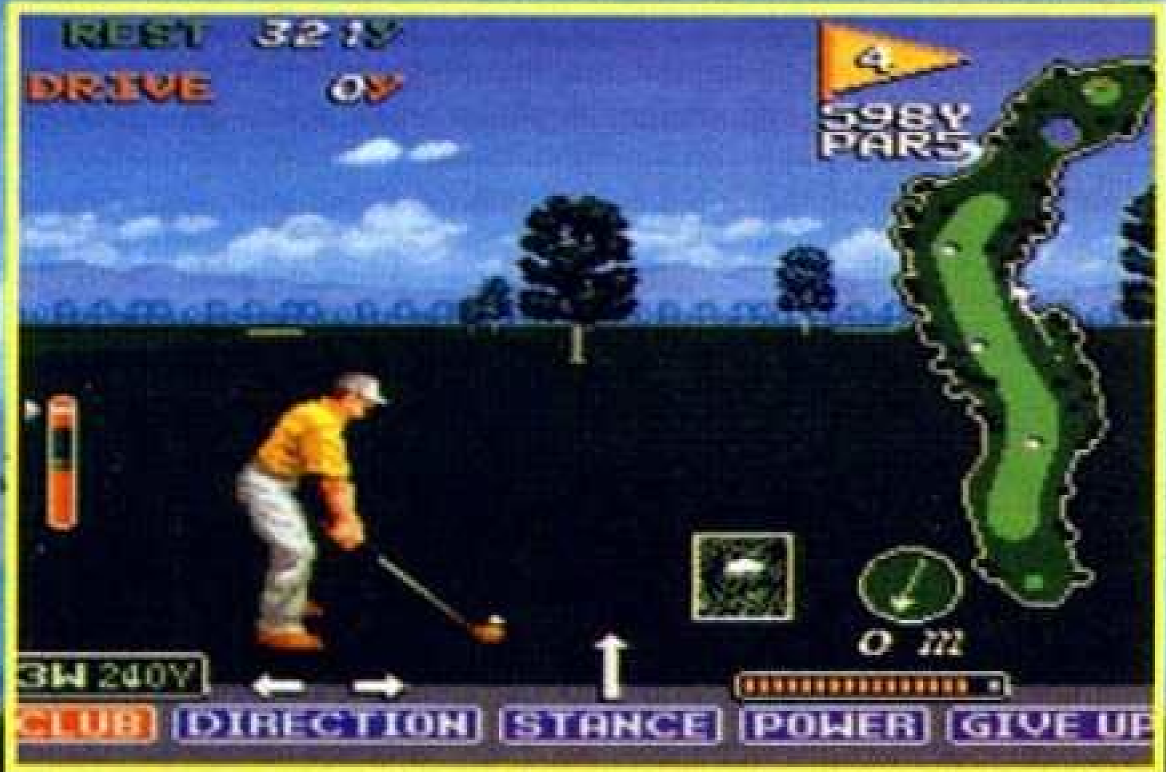
GAME

Who is the odd one out, readers? That's right it's Burt Renolds. The others hide their baldness with a hat.



1W	280Y
3W	260Y
1I	240Y
2I	230Y
3I	220Y
4I	210Y
5I	200Y
6I	190Y
7I	180Y
8I	170Y
9I	160Y
PW	150Y
SW	130Y
PT	20Y

That was an incredible stinker of a bad shot!



Yes, he is going to hit that tree. Idiot!

PROS AND CONS

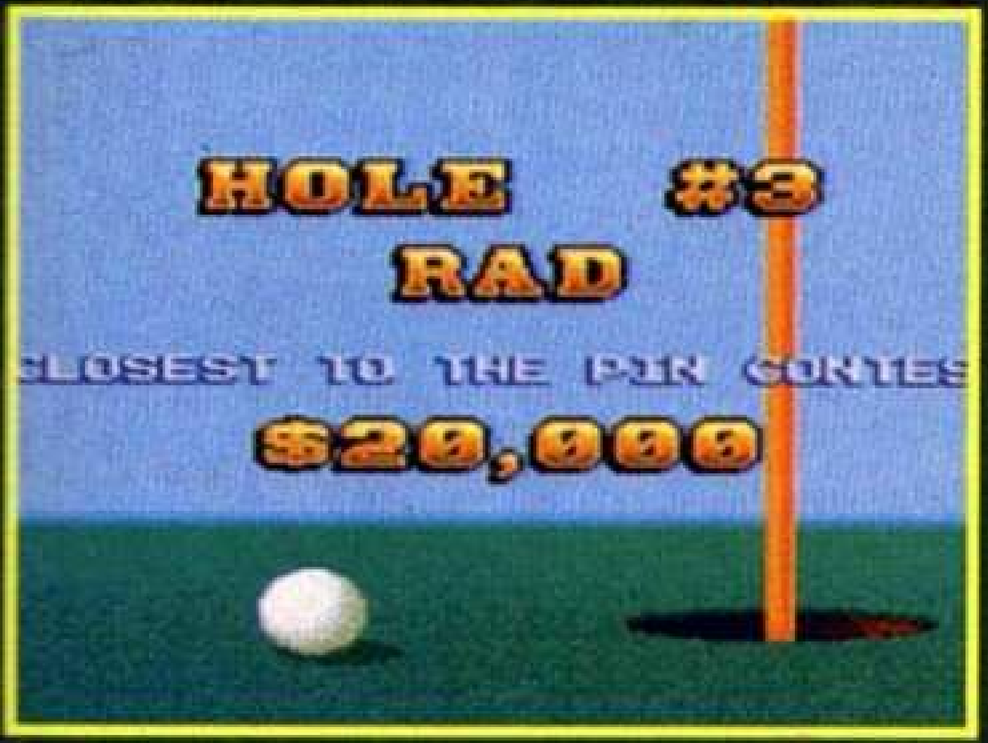
There are four characters for the Irem Skins player to choose from, each with their own golfing strengths and weaknesses. Sadly, none of them has a snappy (or even sensible) line in trousers, and most favour ridiculous hats to complete their outfits.

MR LONGSHOT A moustachioed pro with loads of power to his swing, but not enough control over his shots. A lack of finesse, as pretentious golf fans would have it.

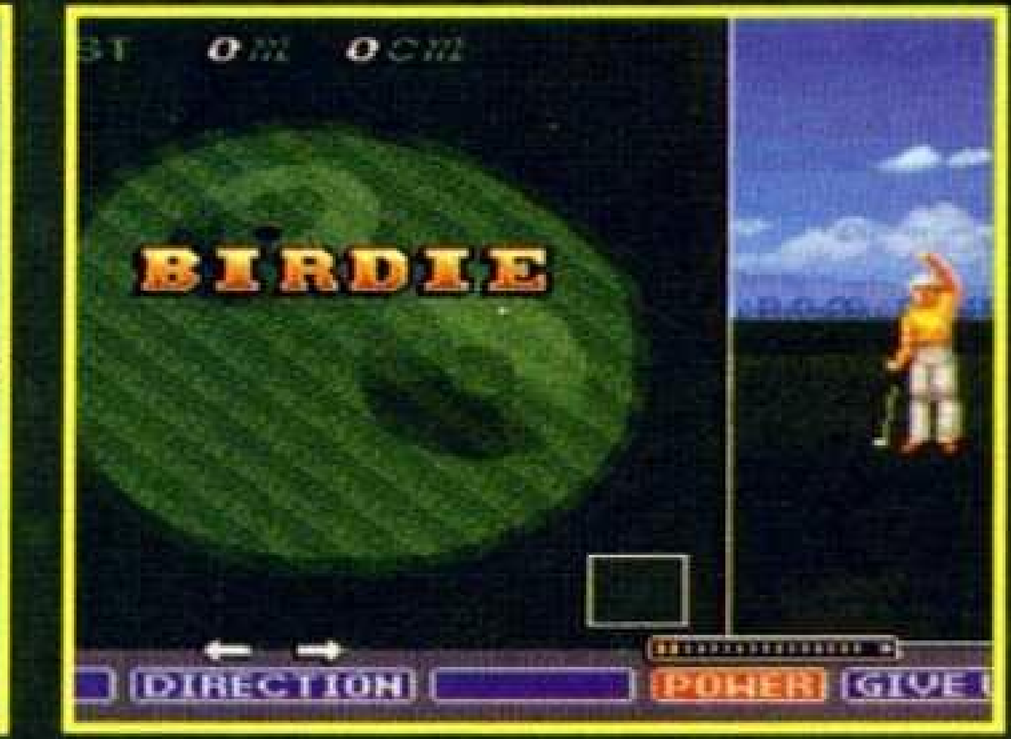
MR EVENHAND A bit of a veteran this one. Excellent control of both technique and distance, but he doesn't really excel in any one field. Best shot for beginners.

MS STRONGGREEN Outstanding technical expertise and an excellent putting game. Sadly, being a weak and feeble stereotype she lacks the power needed for long distances.

MR CURVECLUB An expert at the old stunt shot, Mr Curveclub has an amazing, er, curveclub technique. Distance is pretty average, but his special shots are very accurate.



Right! Well, I guess the drinks are on Rad then!

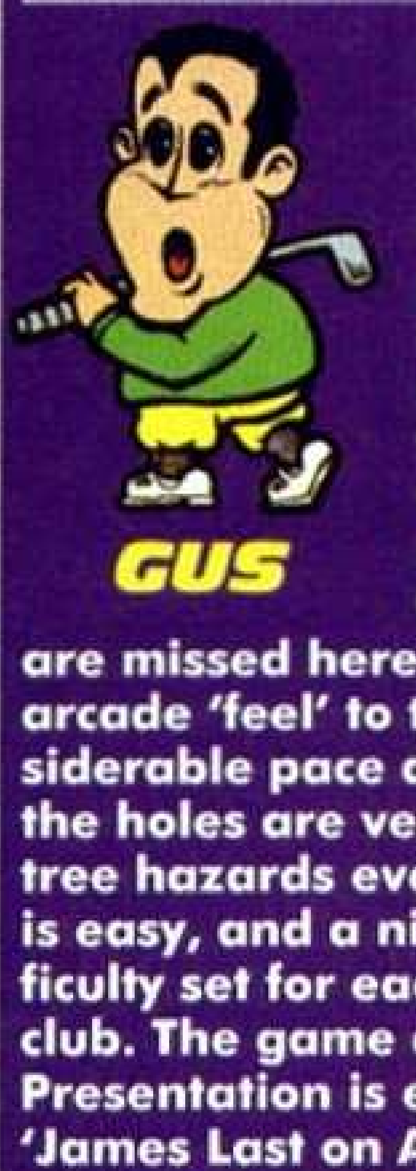


Phew! Put it down, we can smell you from here!

THE WORLD EXPECTS THE POSE

Stance and posture are two very important things to a golfer. Not only does this mean he or she can look smart when walking down the street and balance books on their heads, it also enables them to slice and curve balls to the side, helping them avoid say, clumps of trees in the middle-distance of their stroke.To replicate this in the Skins Game, simply highlight the STANCE option and curve the arrow to select exactly how much curvature you require for your shot. However, be careful not to overdo it or you end up out of bounds and two shots down.

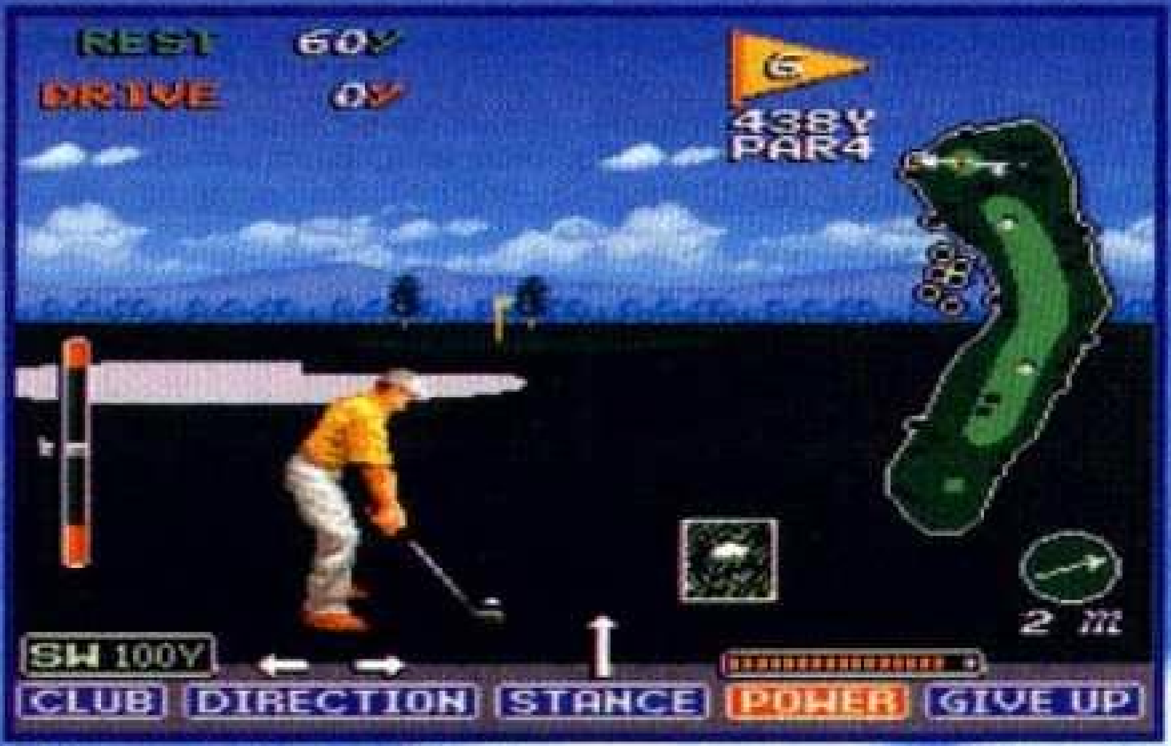
COMMENT



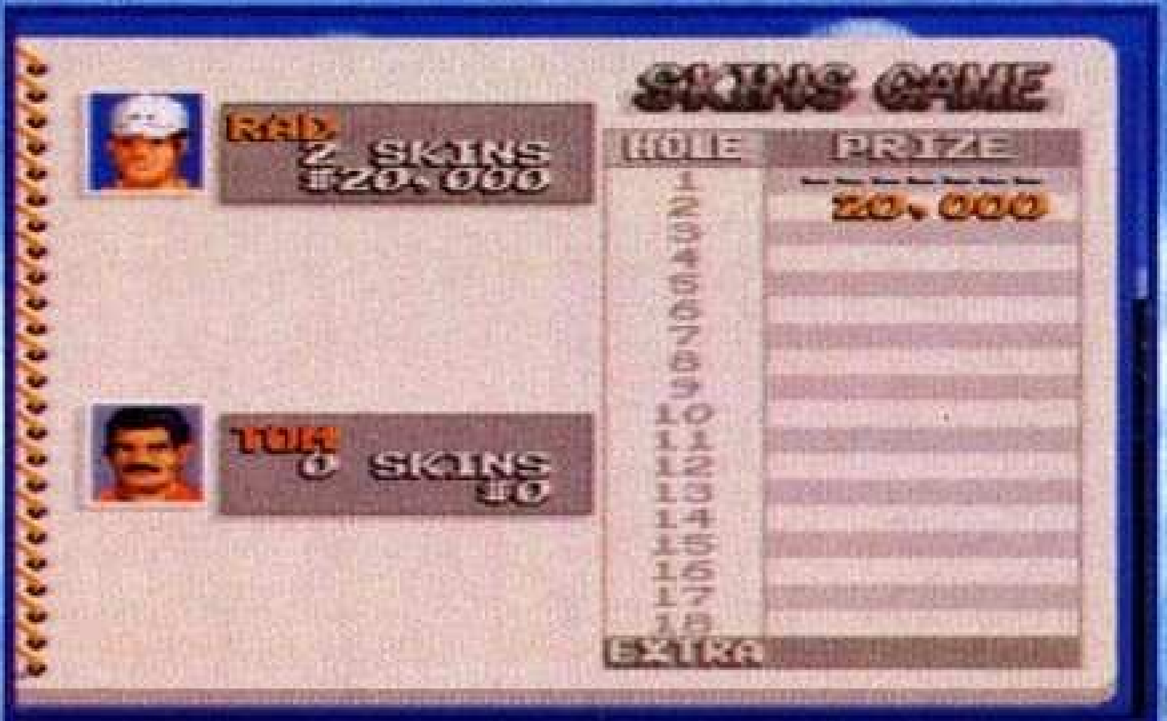
GUS

Irem Skins takes a different approach to the other Super NES golf games, and the result is a mixture of good and bad. The downside first. Having only one course seriously detracts from the lasting-interest of the cart, and some of the useful features of PGA (like the distance judging cursor) are missed here. On the plus side, the arcade 'feel' to the game shows in the considerable pace at which it plays. Some of the holes are very tough, with water and tree hazards everywhere. Duffing the ball is easy, and a nice touch is the variable difficulty set for each type of shot with each club. The game certainly isn't a walkover. Presentation is excellent, with Irem's typical 'James Last on Acid' musical backrounds, and nice panorama parallax as you aim your shots. The clear, quick shot selection system has been well though out, and of course, four players are sustained. There's no point complaining that some of the depth of PGA is missing, because this caters to a less involved type of golf fan, who wants a slick, fun knockaround.

▲ Ping hat and trousers? Why, it must be that Dave Kelsall.



▲ "Ungh. Ann, I think I've done my back in..."



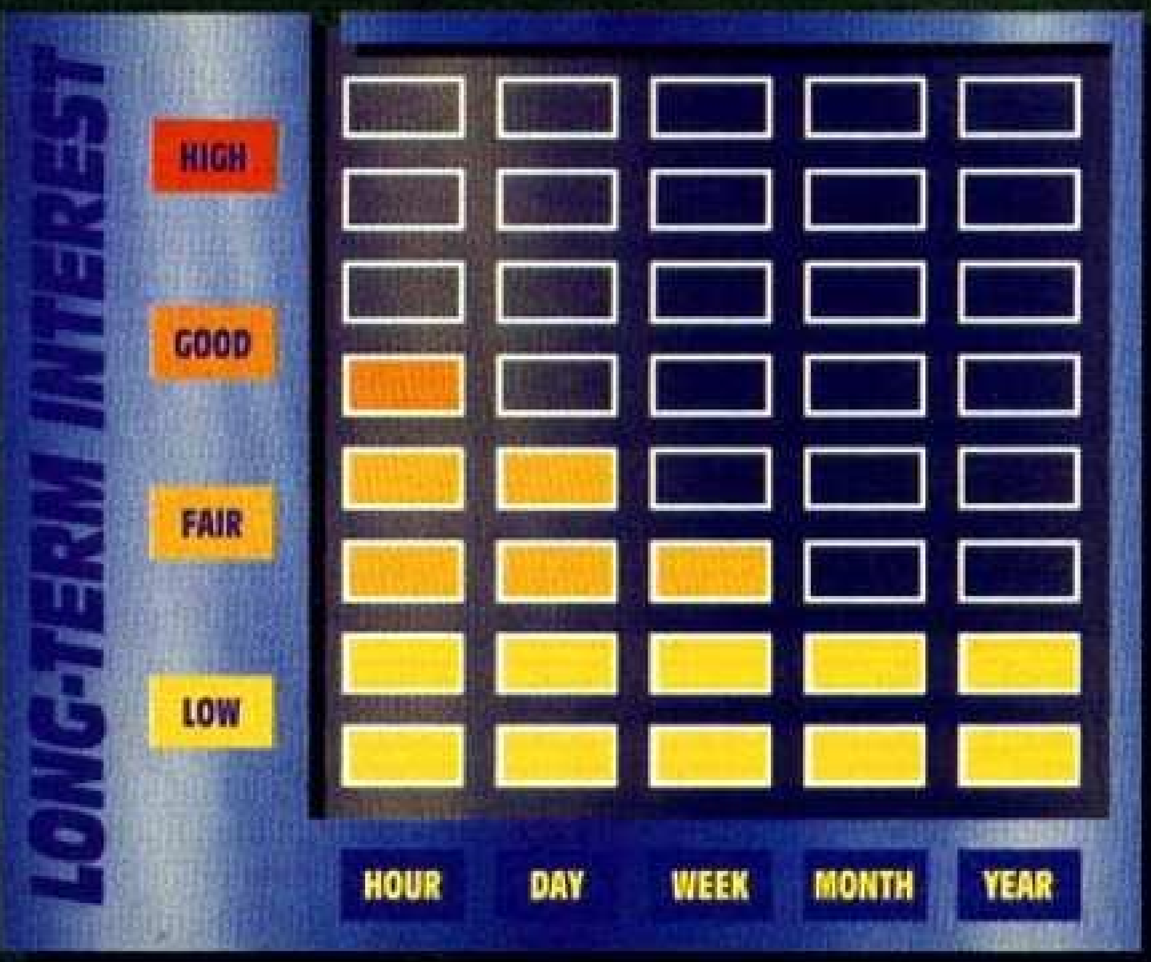
▲ C'mon Rad! There must've been a hundred and one better things to buy with the money than that aweful hat. Grief!

COMMENT

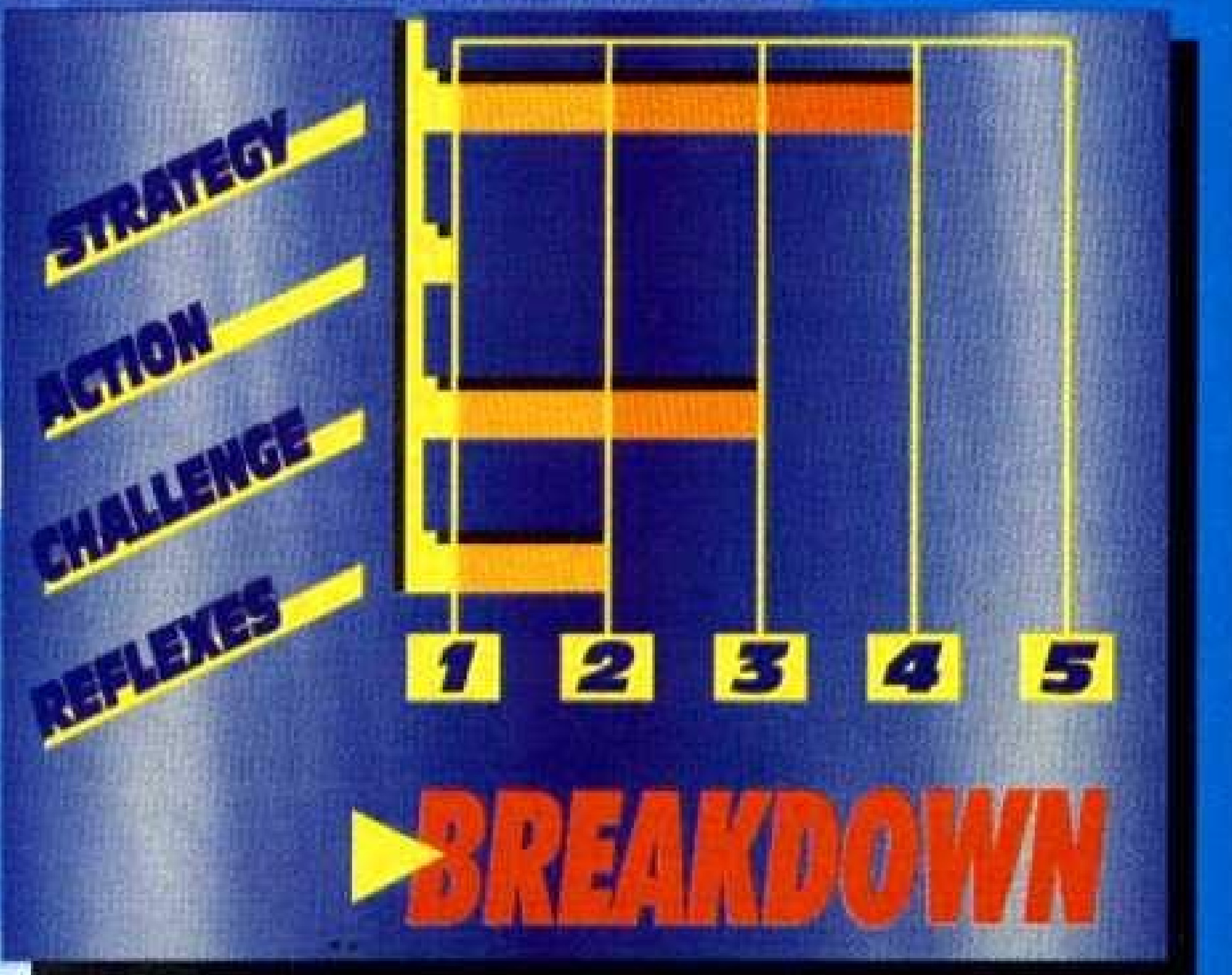
The SNES isn't really short on golf games, but the Skins Game is a bit different. It's a lot less simulation-esque than things like PGA Tour Golf for starters, which is hardly surprising seeing as it's an arcade conversion. This means it moves a lot faster than most golf games and there's less emphasis on the technical aspects of the game and less knowledge of golf required. However, it also means it's not quite as absorbing or relaxing as most golf games. That said, The Skins Game isn't quite as boring as you might think. Your golfer is still capable of plenty of interesting (if a little unfeasible) shots, and some of the holes do require a bit of thought to get through. Unfortunately though, once you've worked out how to beat each hole a lot of the challenge disappears as there's only one course to play. Overall, The Irem Skins Game is an enjoyable cart for a quick round now and then, but lacks the depth and variety needed to satisfy golf fans or provide real long-term appeal.

JIMMY CHIN

On the far right of the screen is the spin gauge. Once your club has been selected, the pointer in the gauge begins to move up and down. A halfway mark divides the gauge between low shots on the top half of the gauge and back spin (high) shots on the bottom half of the scale. There is also a red danger section at the very top and bottom of the gauge. If you hit the ball whilst the pointer is in one of those, your shot is hopelessly fluffed. The size of the gauge and danger zones and the speed of the pointer depend on the club used, the power with which the ball is hit (if it's maximum overkill power) and whether the ball is in the rough or not. So gently tapping a ball on the fairway using a driver yields a long gauge with a slow-moving pointer and virtually no red zones, whilst trying to smack a ball off the rough near a water hazard with the same club means a tiny weeny gauge almost completely occupied by danger zones and a super-fast pointer!



RATINGS



PRESENTATION

▲ Plenty of stats, smart cut-screens and intermissions, an impressive course and hole overview between each fairway.
▼ No real options to speak of.

89

GRAPHICS

▲ Good golfer graphics and smart scaling and Mode 7 everywhere.
▼ The view of the green is confusing until you understand which bits are bumps.

81

SOUND

▲ A selection of golfworthy tunes accompany play, although they stop whilst the shot is taken. Out of respect, no doubt.
▼ The effects are a little limited (whack, thump, tinkle etc).

73

LASTABILITY

▲ There's the Skins and the Tournament options to beat, the latter being pretty tricky.
▼ There's only one course to challenge you, however.

70

PLAYABILITY

▲ Fast-moving (for a golf game) and enough options to keep things interesting.
▼ It's not particularly realistic, which may annoy some golfers.

81

OVERALL

A fun game which may not be realistic enough for some people and doesn't hold enormous long-term lastability. Go for it if you're after a stress-free and relaxing game.

76

MORE TIPS THAN YOU CAN SHAKE A STICK AT!

A veritable cornucopia of Megadrive tip delights are now yours for the asking. Marvel at the MEAN MACHINES Megatech Megadrive Megatips book, on sale at all good newsagents from December 15th, priced £2.95.

GAME BOY ROUND-UP

Our Celtish correspondent GUS SWAN searches his sporran and casts an eye over the Game Boy goodies he finds therein...

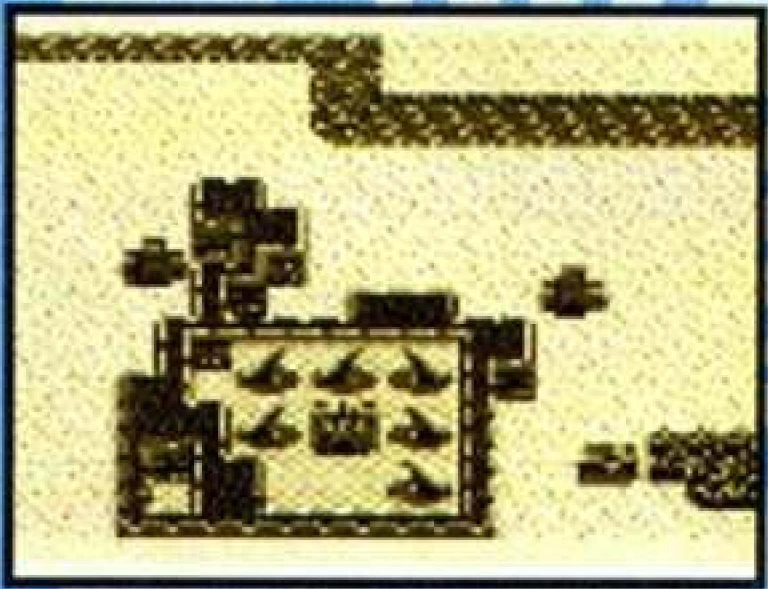
RAMPARTS

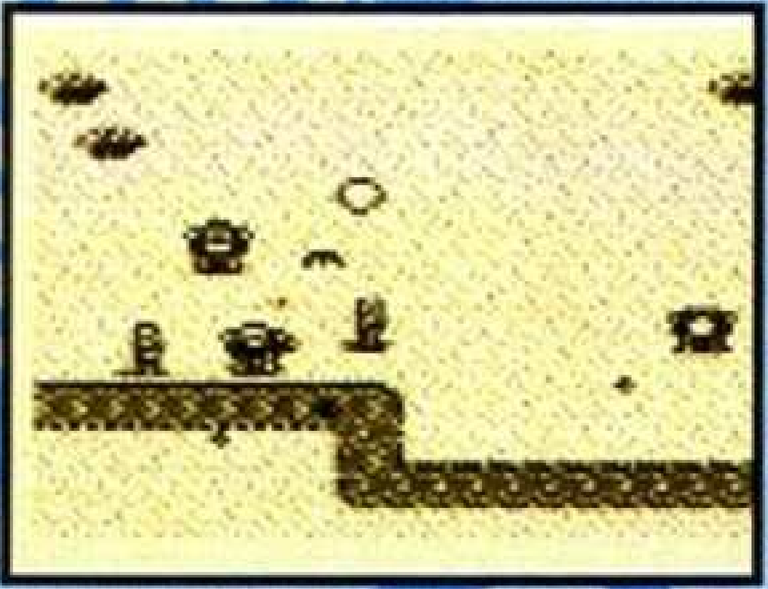
TENGEN
£24.99
RELEASE:MARCH

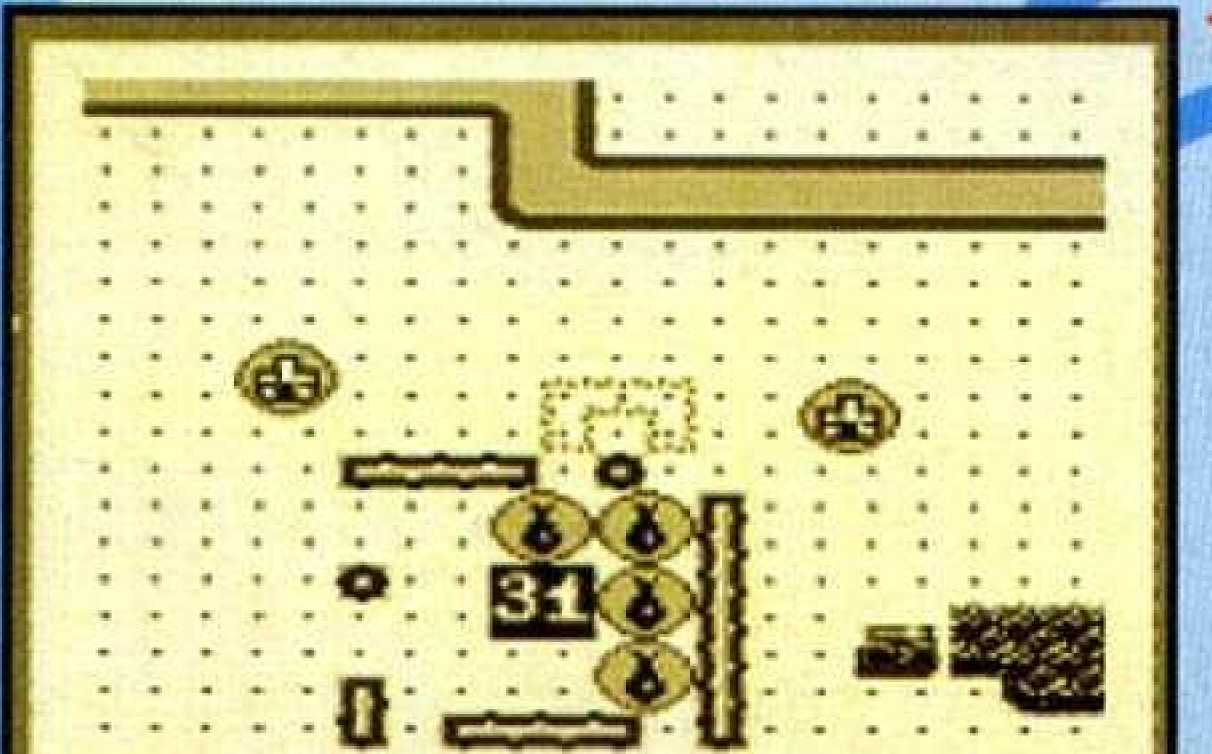
Ramparts seems to be assaulting the console world at the moment, with versions available for just about every format. This, like most of the others, has stayed true to the game despite the Game Boy's limitations. Because the screen is so small, it scrolls to keep the action central.

The game itself plays in two parts: firing cannon-balls at invaders and repairing any damage to your castle in a Tetris-like race against the clock. The problem is, these two stages are separate. Apart from that, the graphics have had a complete make-over. The original's ships have been completely ignored and replaced bystrange salt cellar-like attackers. Not a major improvement. Ramparts was never much fun for one person, and unless the link option appeals to you, I'd steer clear.

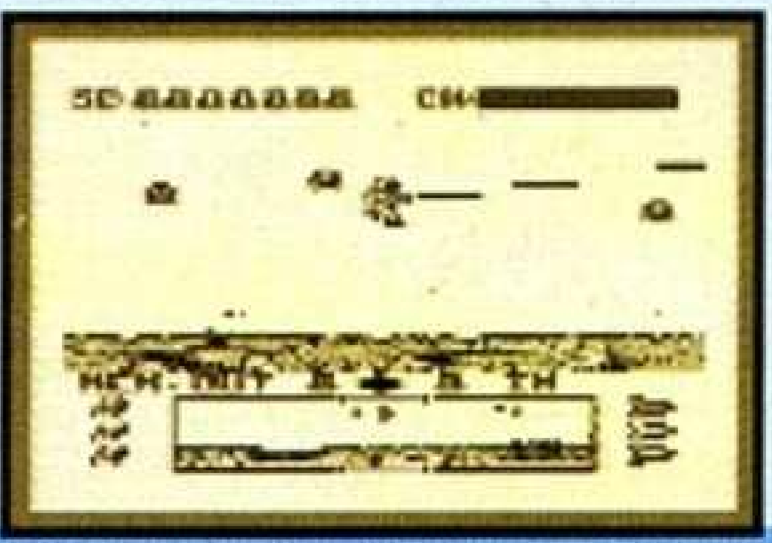
PRESENTATION	**78%**
GRAPHICS	**51%**
SOUND	**50%**
PLAYABILITY	**68%**
LASTABILITY	**57%**
OVERALL	**58%**

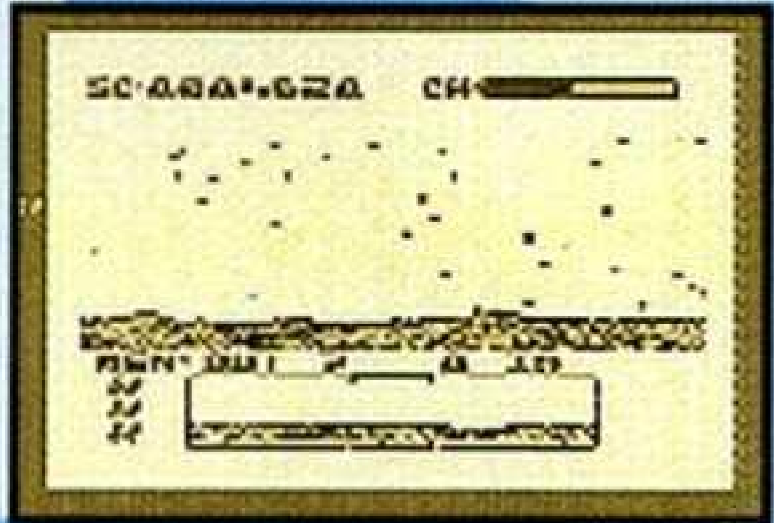


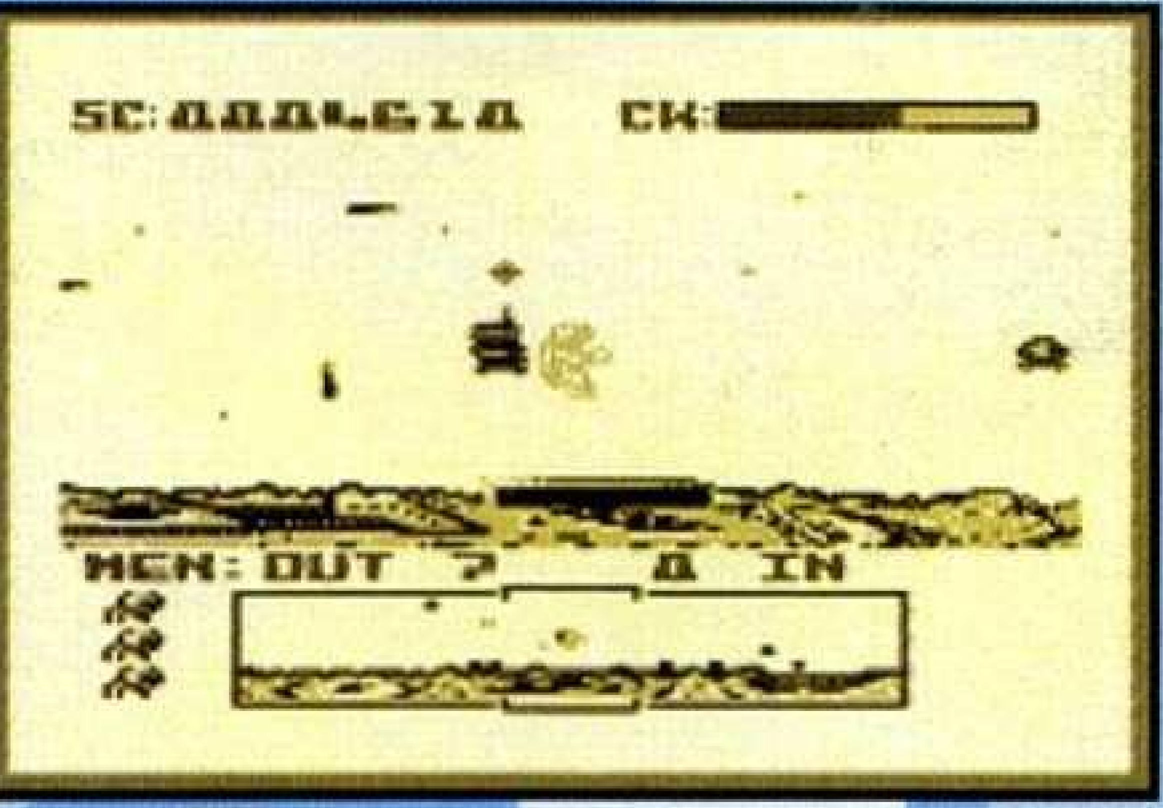




Whenever a battle ends, the player is given a limited time in which to repair any damage to their castles. If they fail to plug all the gaps, they are rendered unarmed for the next battle - effectively 'game over.'







The cloak option renders our hero temporarily invisible. However, its power is extremely limited and should the bar at the top of the screen expire, then the player's character is restored to visibility.

DROPZONE

MINDSCAPE
£24.99
RELEASE:TBA

In 1986, Archer Maclean devised the greatest Defender clone for the C64. It's taken its time, but now Dropzone is here for the Game Boy - a gut-busting blast if ever there was one. The action in Dropzone is designed to be speedy and simple. Each level takes place over a horizontally-scrolling moonscape, with your spaceman out to protect the occupants of a planet base. Your men are in little capsules trundling over the surface, ready to be picked up and dropped into a handy base - the titular Dropzone. However, chaos comes in the form of a large alien invasion force out to destroy the base with their androids. Thus, your other main task is to blow the living daylights out of anything airborne. This is an amazingly accurate conversion, given the Game Boy's diminutive screen size. The graphics and game feel are excellent, and learning to deal with the inertia takes a while but becomes second nature when mastered. Otherwise, this is great fun - and the perfect sort of game to stick on the Game Boy for ten minutes, or a couple of hours.

PRESENTATION	**76%**
GRAPHICS	**85%**
SOUND	**76%**
PLAYABILITY	**88%**
LASTABILITY	**82%**
OVERALL	**86%**

McDONALDLAND

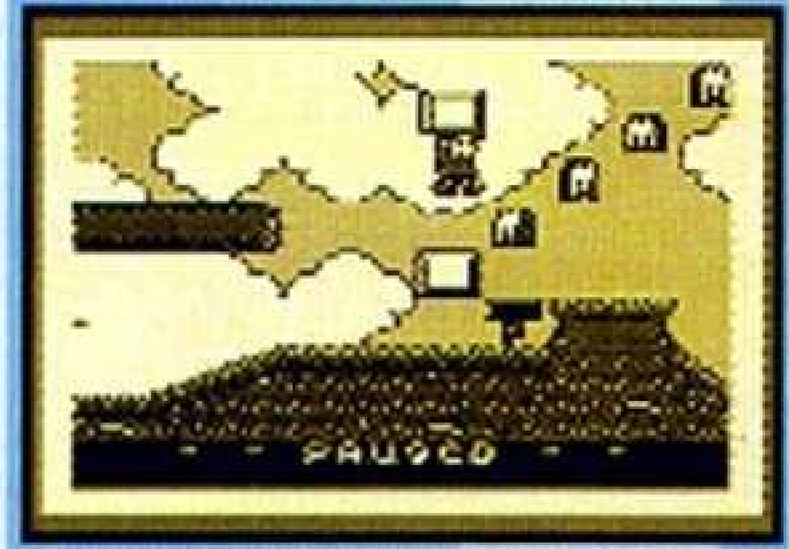
OCEAN
£24.99
RELEASE:TBA

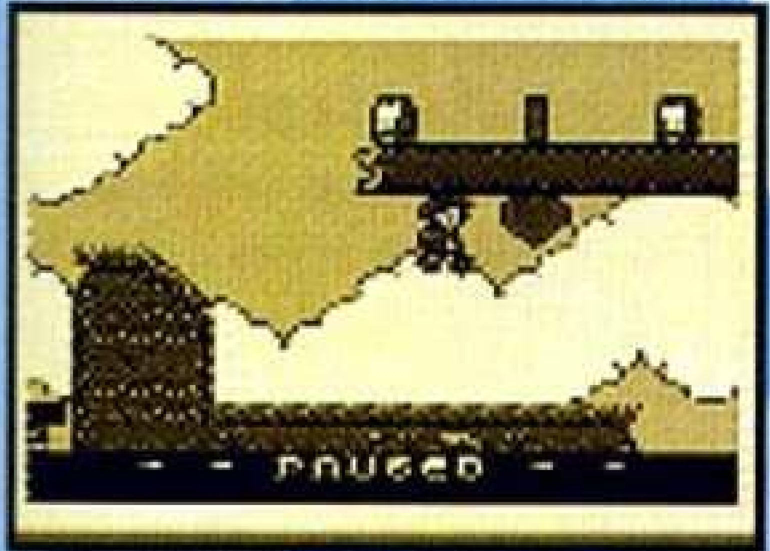
This new platform romp from Ocean is in many ways similar to the Burger Emporium bearing the same name: quite clearly manufactured, bearing no original features, but so curiously convenient and familiar you find yourself going back every so often. The scenario is a bland 'rescue Ronald's magic bag' affair whilst picking up as many Golden Arches(TM) as possible. The action is the usual platform fare of jumping on blocks, avoiding water/baddies and making it through to the next forest level. The graphical style is clear but slightly clumsy, with an emphasis on simplicity that leans to dullness. It's a hard game, and you'll find yourself falling foul of many tricky bits, and the game lacks a continue option. On balance, you are sure to get some solid, if unsurprising enjoyment from McDonaldland.

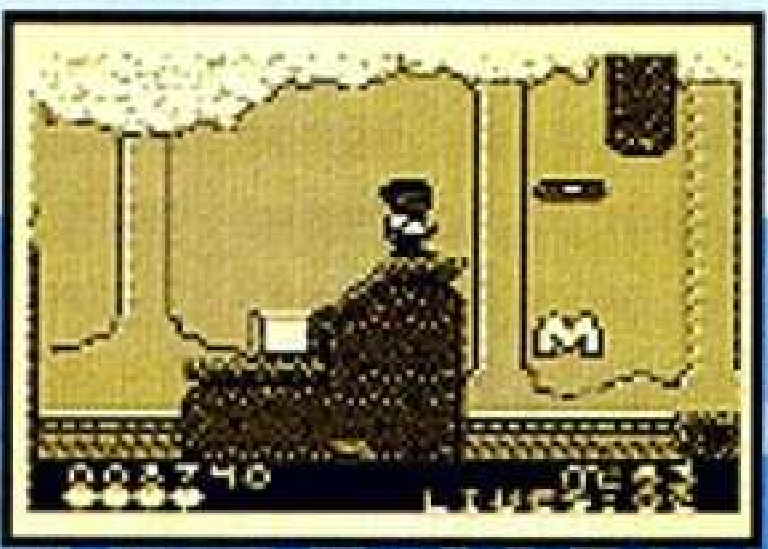
PRESENTATION	**77%**
GRAPHICS	**79%**
SOUND	**64%**
PLAYABILITY	**78%**
LASTABILITY	**72%**
OVERALL	**75%**

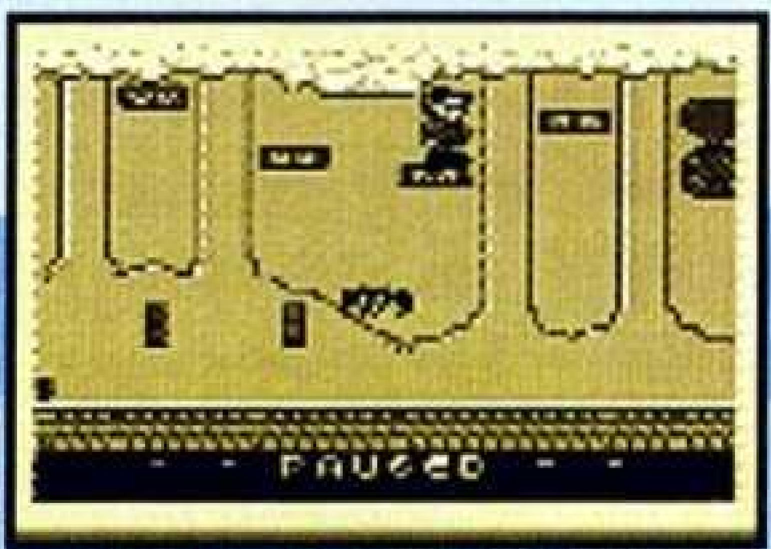
McDonaldland
LICENSED BY NINTENDO

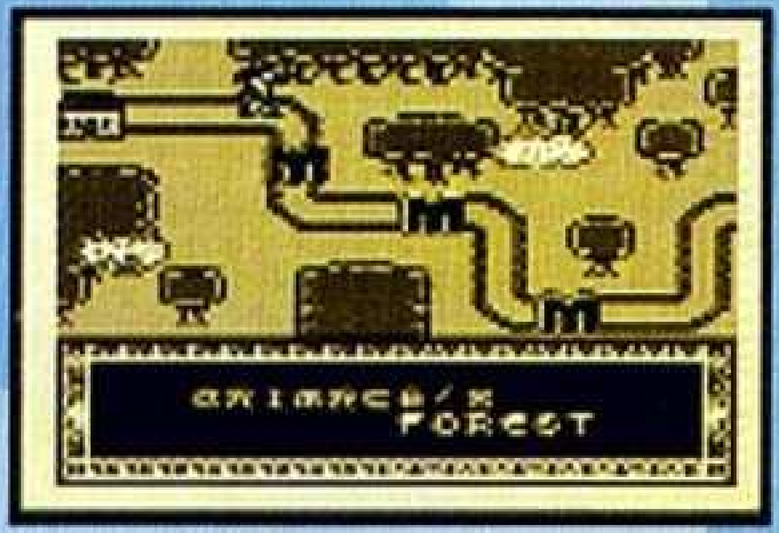
MY MAGIC BAG IS MISSING.
CAN YOU HELP ME FIND IT?
000000
M=00
LIVES:04









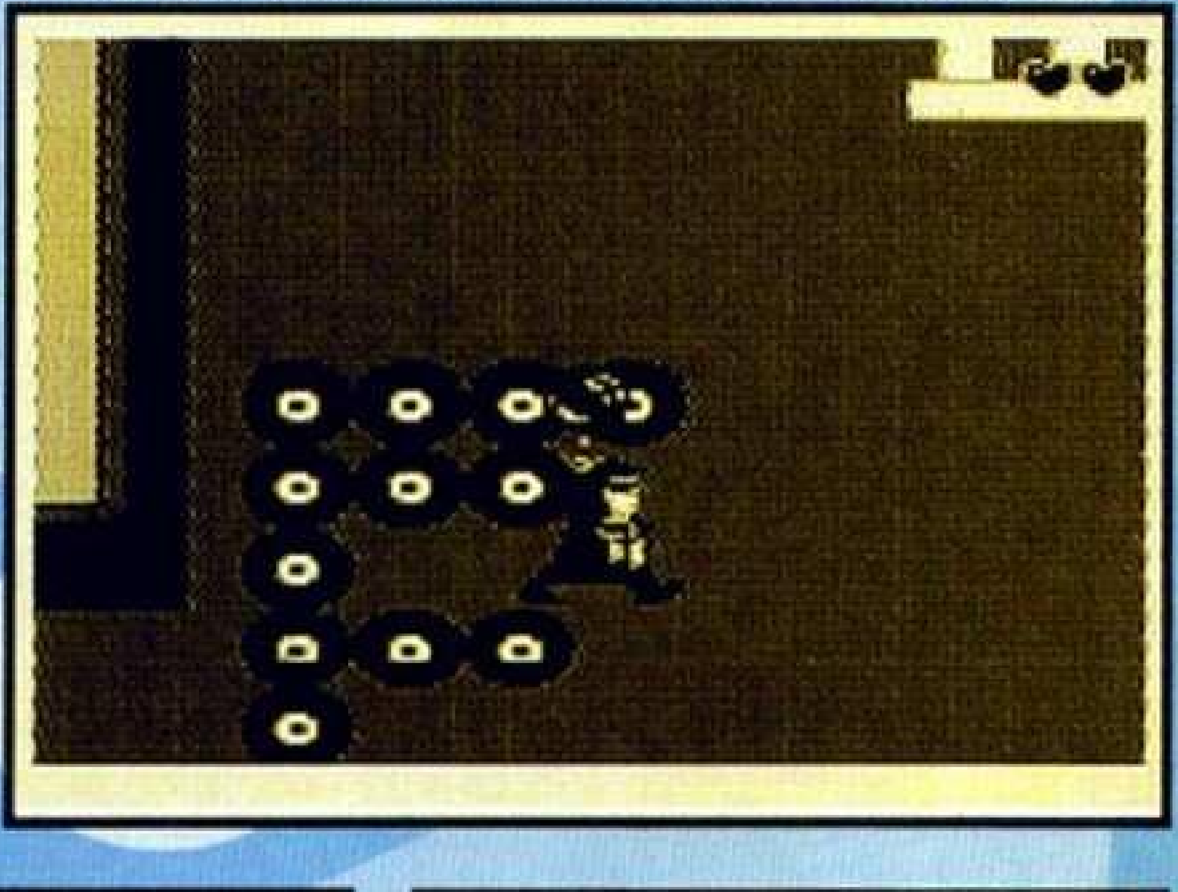


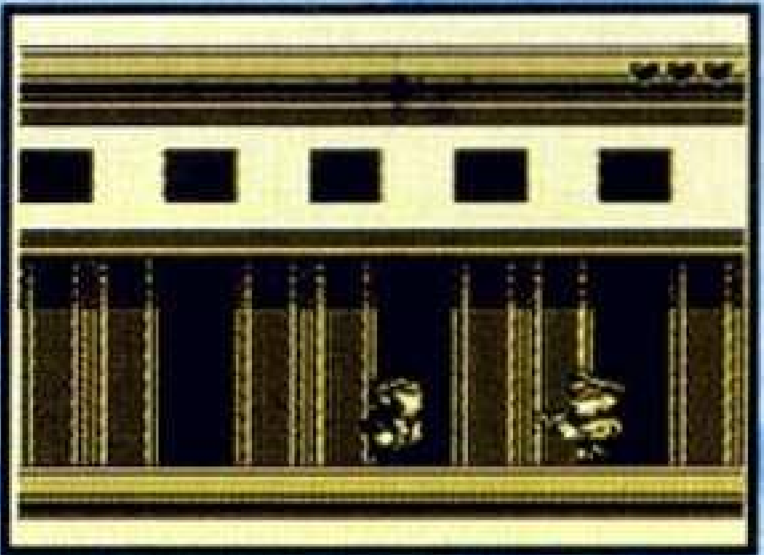
THE BLUES BROTHERS

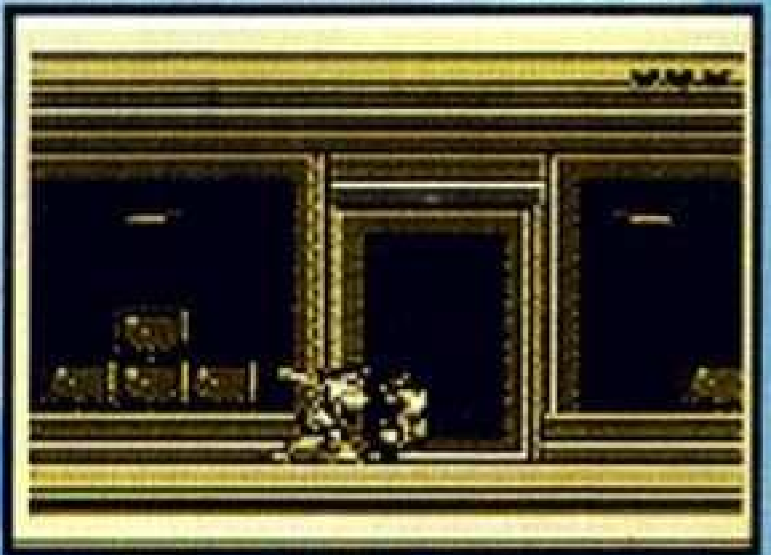
TITUS
£24.99
RELEASE:Out Now

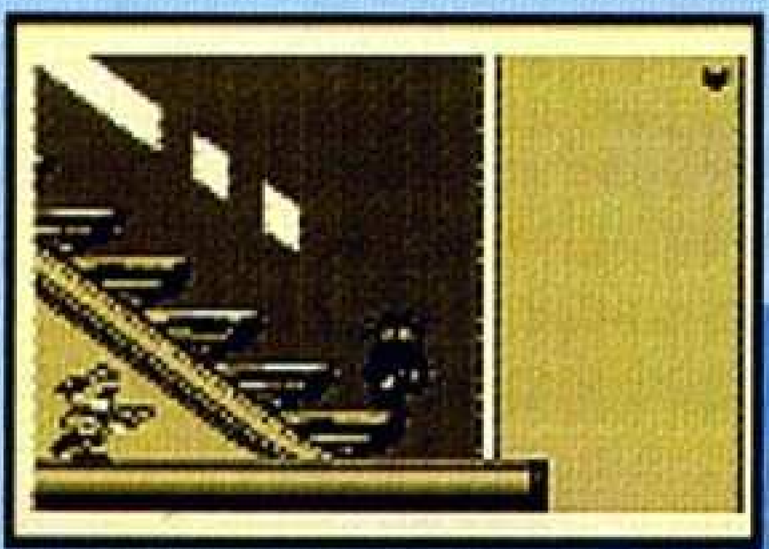
The Bros are in trouble - with the law, and just about everyone else in town. The plan is to get a band together and rock everyone back into harmony, sort of Live Aid style. The problem is getting Jake and Elwood through some really hostile territories like the local Mall, a warehouse and the town's sewer system. This is the gist of Blues Brothers Game Boy, Titus' third attempt at the game on a different system. The basis of the game is a series of scrolling platform levels, lifts and the odd bomb in a box. Police are ready to shoot on sight, against which you only have packing cases to throw as protection. Little more need be said past the fact that the failings of the other two versions persist here. The graphics are poor, the gameplay has nothing in common with the film, and what platform action there is tarnishes very quickly. This version is a slightly improved version of the NES game, with the level layouts slightly changed and the most annoying aspects of the game ironed out. The challenge level is still high, and there is now an aim - collecting records - which has been transported from the Super NES game. However, silk purses have not come from sow's ears in this case, and the Game Boy masses, including fans of the film, are advised to give this a reasonably wide berth.

PRESENTATION	**67%**
GRAPHICS	**58%**
SOUND	**47%**
PLAYABILITY	**55%**
LASTABILITY	**50%**
OVERALL	**53%**

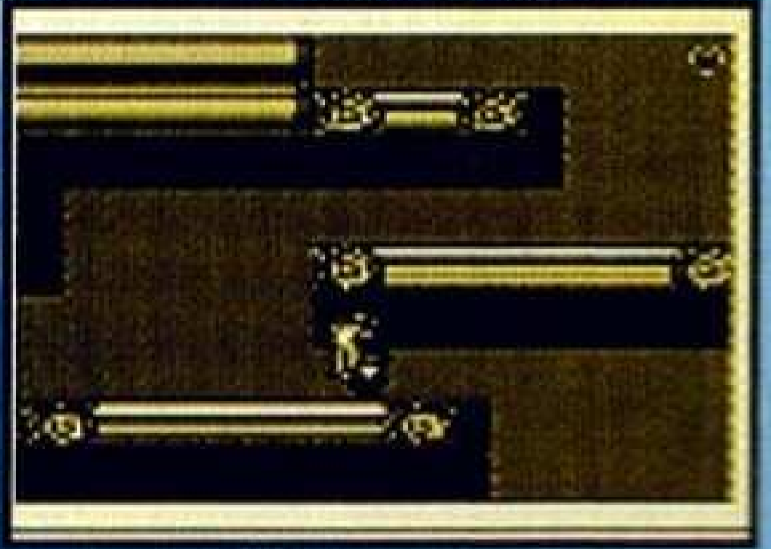

Jake and Elwood hit ▶ the Game Boy's monochromatic screen with all the impact of the NES and Super NES versions - basically, none at all...





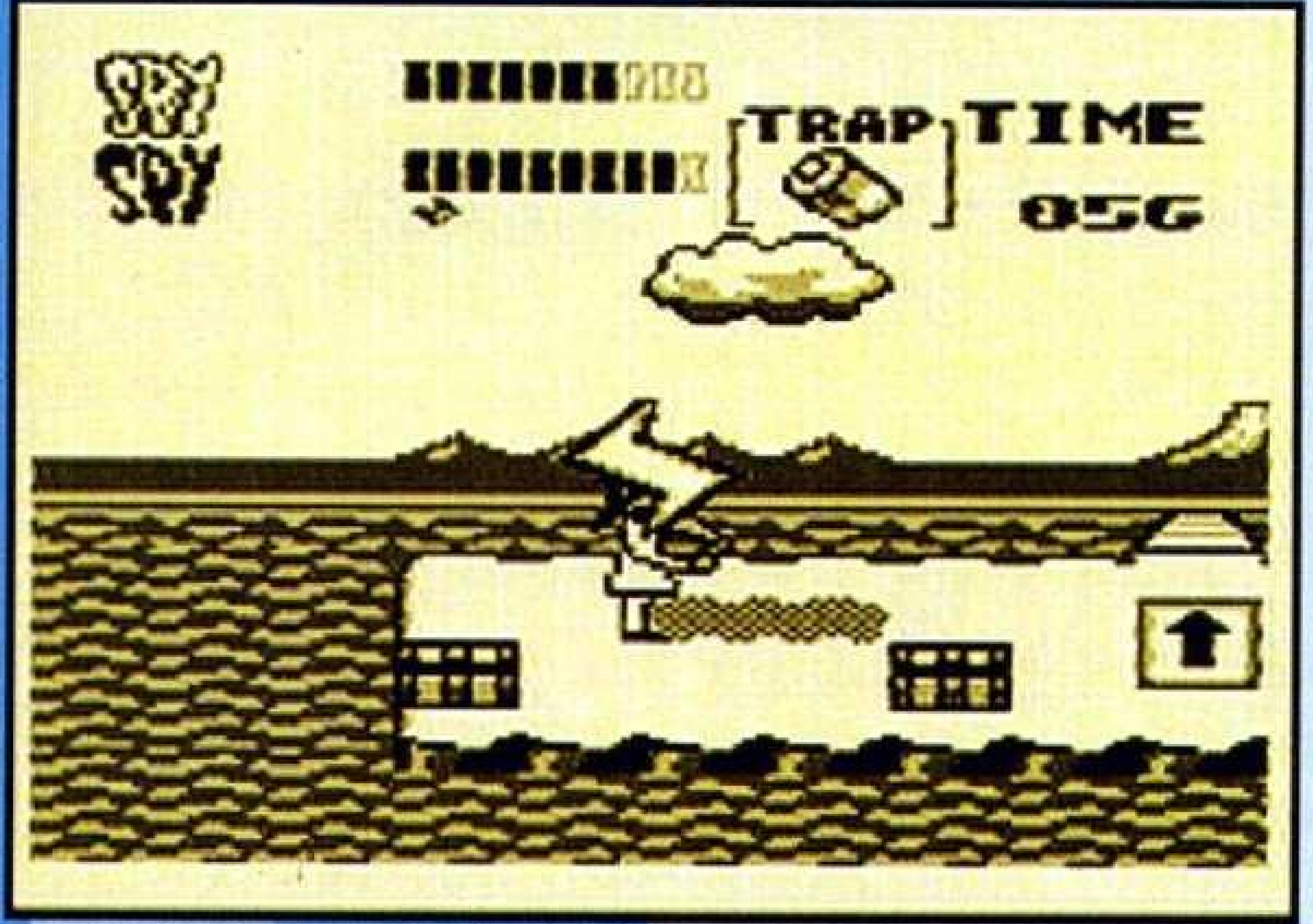


THE BLUES BROTHERS



GAME BOY ROUND-UP

SPY VS SPY

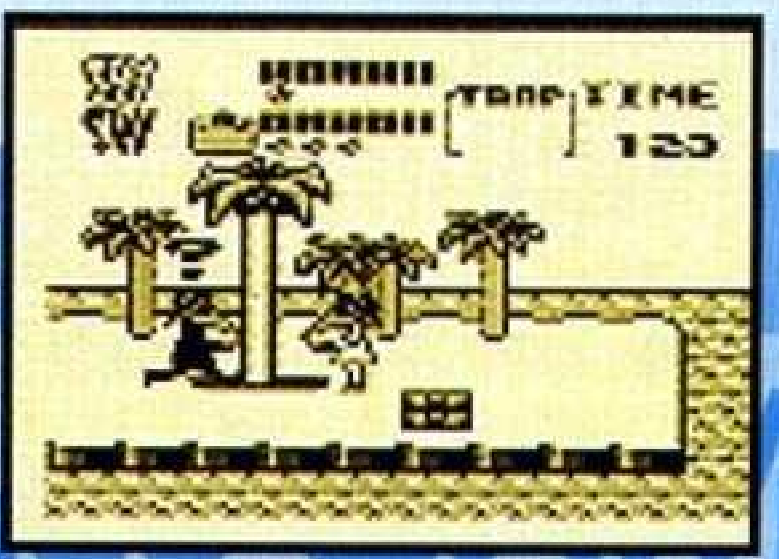


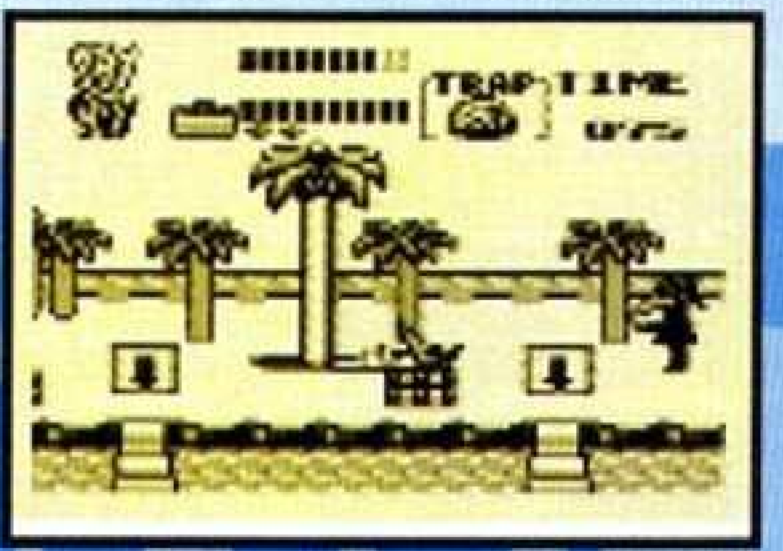
KEMCO
£24.99
RELEASE:

Spy Vs Spy prompted a very successful series of games on the C64, each of which was based around the idea of setting traps for an unknowing second player. This new Game Boy title is a trip down memory lane for tricksters who remember planting bombs in boxes and dropping coconuts from trees.

The object for both White and Black spies is to collect the attaché case and the five important documents from chests littering the maze levels. Once all these items are collected, the winning spy makes his way to the exit and the next level. Both spies play to a strict time limit. Traps are a diversionary tactic. Plant one and any Spy who triggers it will be stunned for valuable seconds, and lose any items they are carrying. You have to watch out you don't fall for your own trap, though! After each five stages you move to another scene - like the Pyramids or Volcano level. The real feature of the game is the two-player mode, using the game-link cable. Both Spies work in a head-to-head, completely unaware of what their opponent is up to. Spy Vs Spy is a worthy conversion of the ideas in the original with competent graphics and sound, but is only really fun to play with a human adversary.

PRESENTATION	**83%**
GRAPHICS	**79%**
SOUND	**68%**
PLAYABILITY	**83%**
LASTABILITY	**78%**
OVERALL	**82%**





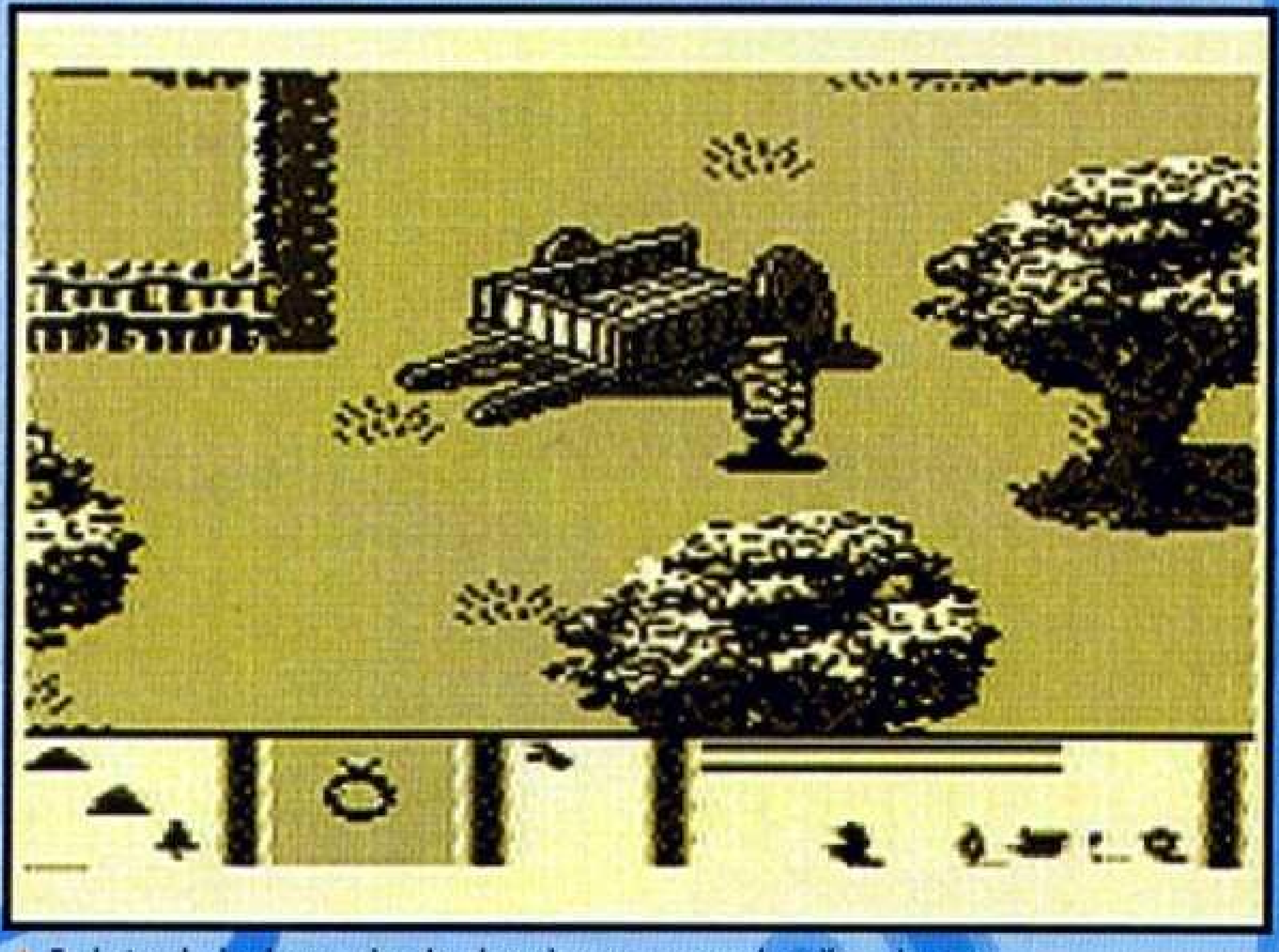
FIRST OPERATION!
TARGET

PRINCE VALIANT

OCEAN
£24.99
RELEASE:Out Now

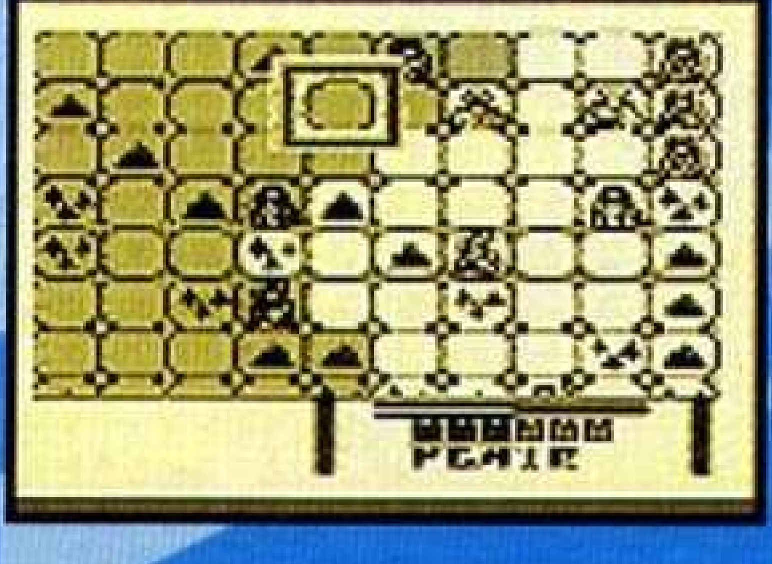
The hand-held version of Prince Valiant, Ocean's new roistering hero, is a real departure from the NES version. Instead of platform action, the game is set over a world map divided into a matrix. The world is divided between light and dark squares, and you choose which side to support. After commencing, the game is split in two parts. The strategy screen shows all the landscape features and where all the characters are located. From there you select a player and zoom in on the square he commands. You move him across the map, turning each square he enters to your colour. The objective is to surround enemy castles with squares of your colour, and thus conquer them. The second phase of the game starts if two players characters into the same square. The victor is sorted out by a fire-fight, within which each character has their own special weapon. Once all the castles are taken, the game is won. There is a range of options regarding enemy intelligence and world size. Game Boy Prince Valiant is more original than its NES counterpart, but just as simplistic in terms of graphics and gameplay. Absorbing for the first few turns, but its limitations ultimately let it down.

PRESENTATION	**85%**
GRAPHICS	**63%**
SOUND	**45%**
PLAYABILITY	**73%**
LASTABILITY	**61%**
OVERALL	**65%**

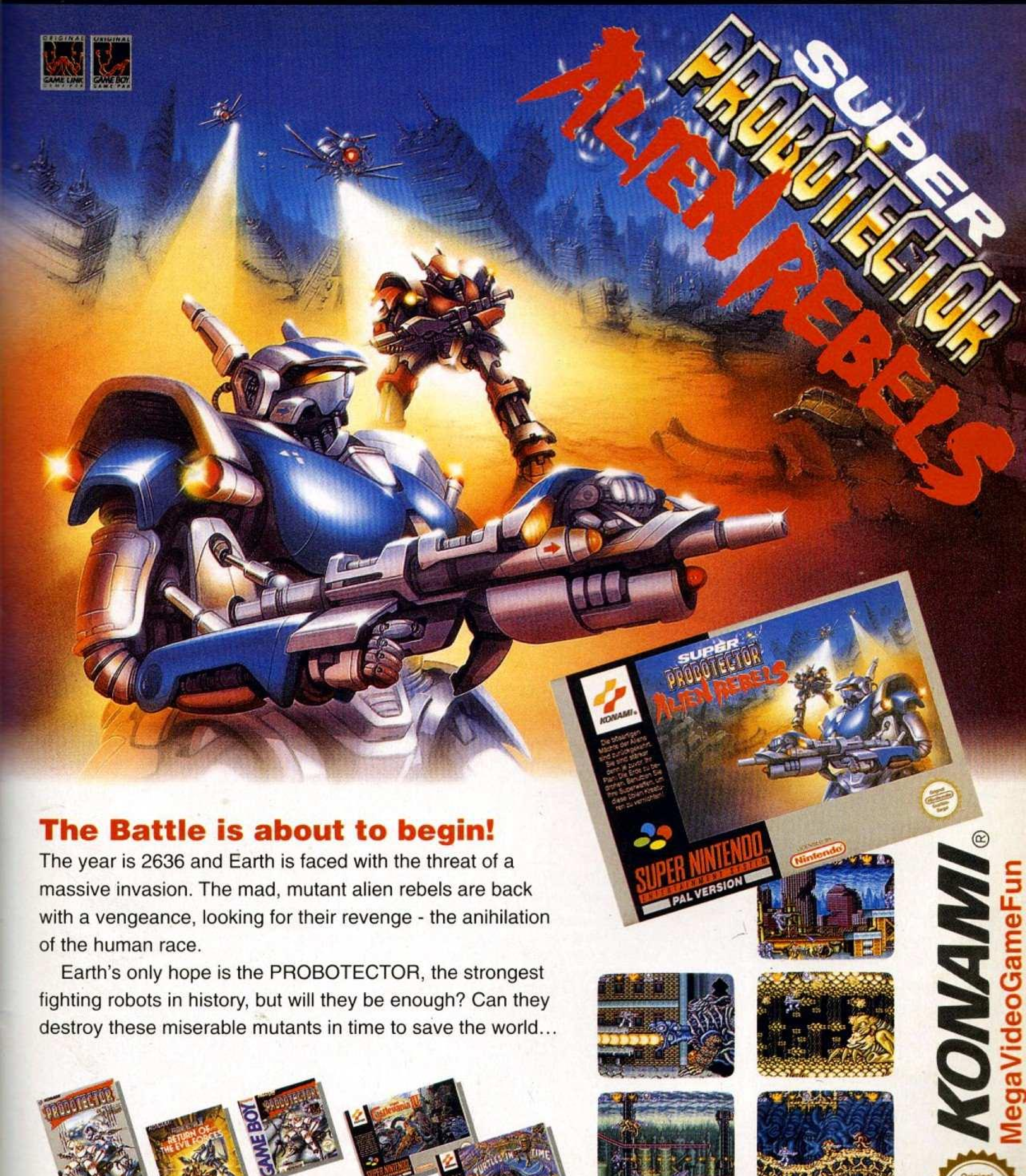


▲ Exploring the landscape takes the player between map and scrolling play areas.

PRESS START TO PLAY



New. For your SUPER NINTENDO ENTERTAINMENT SYSTEM New. For your SUPER NINTENDO ENTERTAINMENT SYSTEM New. For you


ORIGINAL GAME LINK GAME PAK
ORIGINAL GAME BOY GAME PAK
SUPER PROBOTECTOR
ALIEN REBELS
KONAMI
SUPER PROBOTECTOR ALIEN REBELS
SUPER NINTENDO ENTERTAINMENT SYSTEM
PAL VERSION
Nintendo
PROBOTECTOR
RETURN OF THE EVIL FORCES
GAME BOY
PROBOTECTOR
Castlevania IV
TURTLES IN TIME
SUPER NINTENDO

The Battle is about to begin!

The year is 2636 and Earth is faced with the threat of a massive invasion. The mad, mutant alien rebels are back with a vengeance, looking for their revenge - the anihilation of the human race.

Earth's only hope is the PROBOTECTOR, the strongest fighting robots in history, but will they be enough? Can they destroy these miserable mutants in time to save the world…

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Original Nintendo Seal of Quality

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Fareham Industrial Park, Fareham, Hants PO 16 8XB

SUPER NES

2 PLAYER

8 MEG

SPT GAME

TECMO
SUPER
NBA
BASKETBALL
START GAME
TECMO LTD. 1992

PRICE:TBA
BY:TECMO

RELEASE
TBA

CONTROL
JOYPAD

GAME DIFFICULTY
MEDIUM

CONTINUES
N/A

SKILL LEVELS
1

RESPONSIVENESS
VERY GOOD INDEED

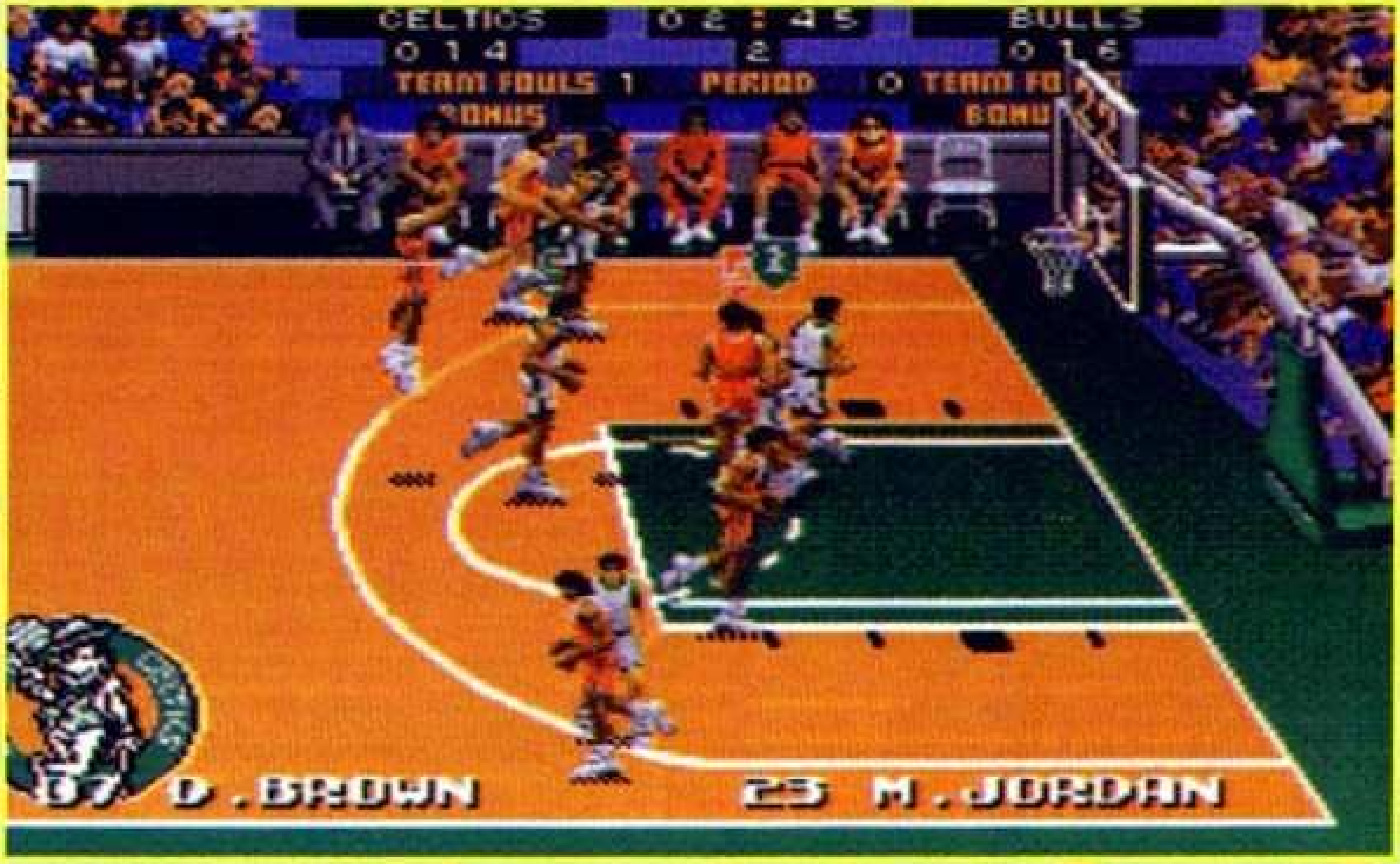
1ST DAY SCORE
46-42 (Doh!)

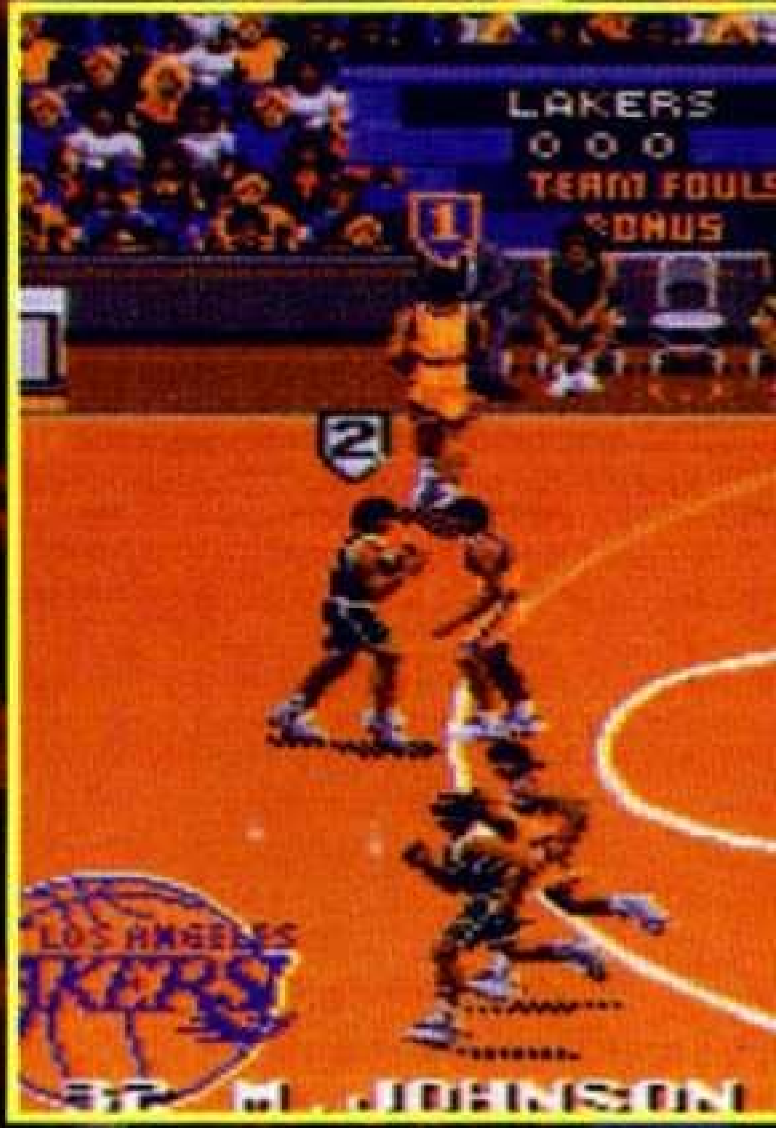
ORIGIN
Another officially licensed NBA basketball game, this time from Tecmo.

SU BA

If the thought of dribbling, pushing and hooping reminds you of your senile granny you're obviously not a basketball fan. For indeed, these terms belong with the amazingly popular American sport of basketball. This sport sees a number of lanky chaps running up and down a court trying to get a ball into their opponents', um, basket. The game originated many years back at an orphans' home in the States, Rad informs us, where the proprietor nailed an old wastebin to a wall and kept the urchins occupied by trying to throw balls into it. Of course, this great idea spread and became the foundation for one of the worlds top sports. Good thing they didn't have wheely bins in those days, eh?

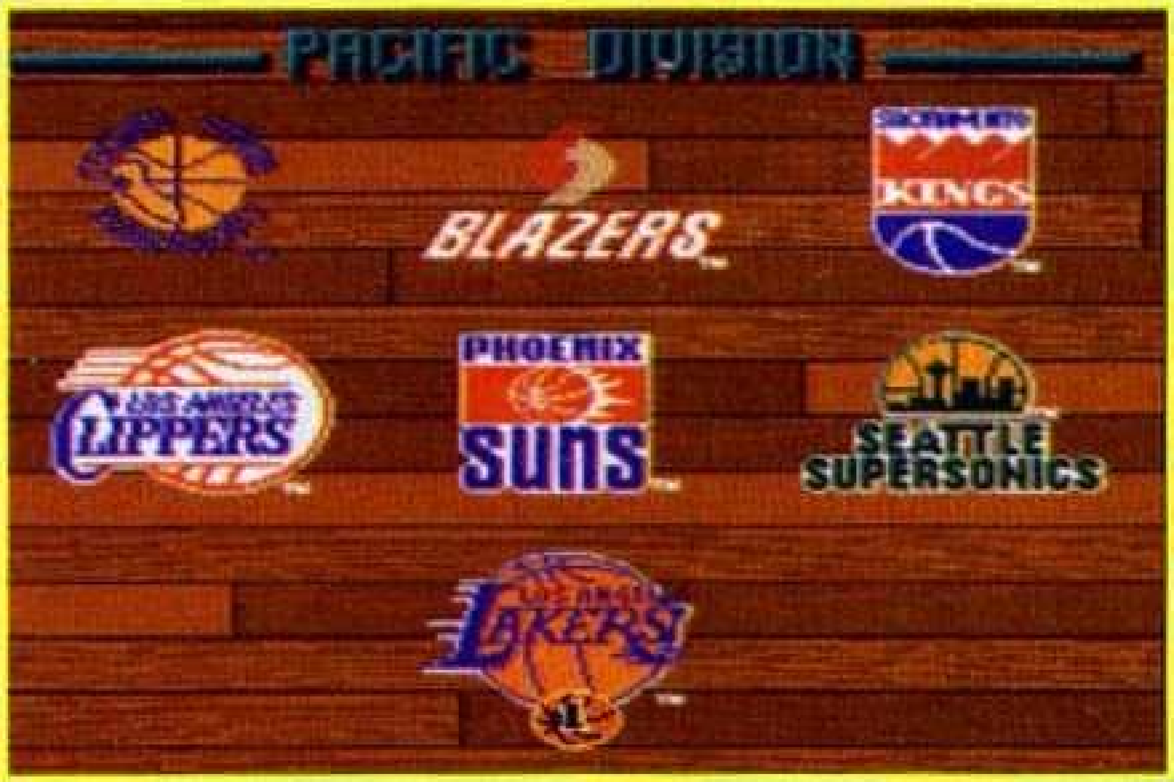
Tecmo Super NBA brings all the excitement of the game to the SNES, with the player taking control of his or her favourite real-life NBA team and trying their best to take them to the top of the heap, using all their gamesplaying skills.


CELTICS
014
02:45
2
BULLS
016
TEAM FOULS 1
BONUS
PERIOD
TEAM FO
BONU
07 D.BROWN
23 M.JORDAN


LAKERS
000
TEAM FOULS
BONUS
LOS ANGELES LAKERS
32 M.JOHNSON

PENETRATING THE LANE

There are a number of ways to play Super NBA. First off are the standard one-player and two-player options which allow full control over the action for one or two players if simultaneous japes are your bag. Then there's the fine computer v computer sit-back-and-watch game for those of you who fancy watching a big league basketball game but don't have satellite TV. Finally, there's the computer assisted option. Here, the computer takes full control of your team on-court, leaving you to simply handle all the management/coaching options. A computer-assisted team may be pitted against a computer team, a human player or even another computer assisted team, leading to lots of pause-the-game-and-change-tactics fun.


PACIFIC DIVISION
BLAZERS
KINGS
CLIPPERS
PHOENIX SUNS
SEATTLE SUPERSONICS
LAKERS

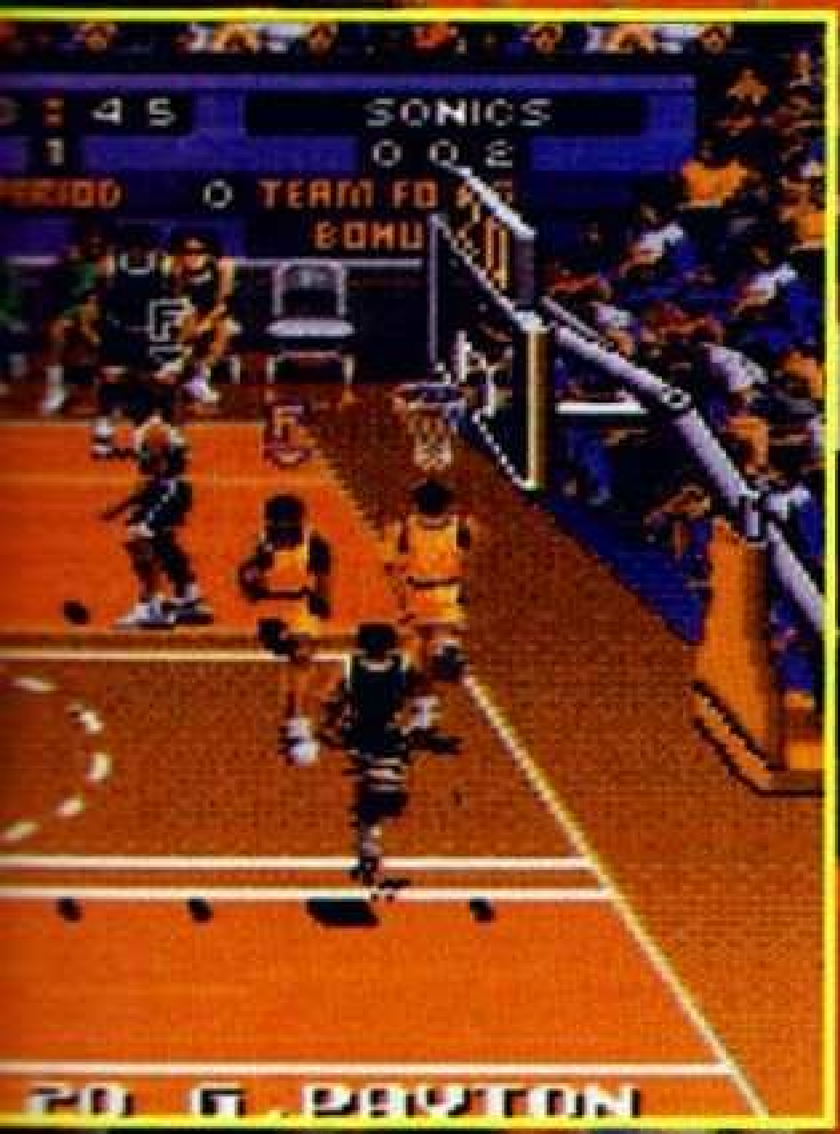
▲ No shooting or scoring here. This is the team selection screen.

How To Control Use your trusty joypad to move your players around the old basketball court attempting to gain possession of the ball and score points. Each button has one or two different functions, depending on whether the player has the ball or not.

A	Pass the ball.	X	Swap player under control.
B	Steal/shoot.	Y	Jump
L/R	Jump	S	**START:** Nothing. **SELECT:** Switch to menu screen.

How To Play Use the joypad and buttons to perform combinations of moves on the basketball court. The idea is to take on the other NBA teams and win those play-offs to become the top basketball team of all time.

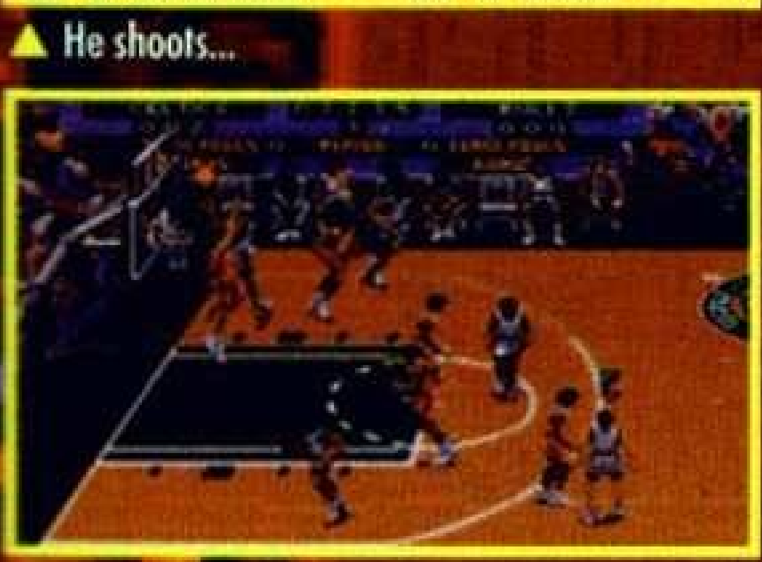
ER NBA KETBALL



BLOWN OUT BY A SUBSTITUTE

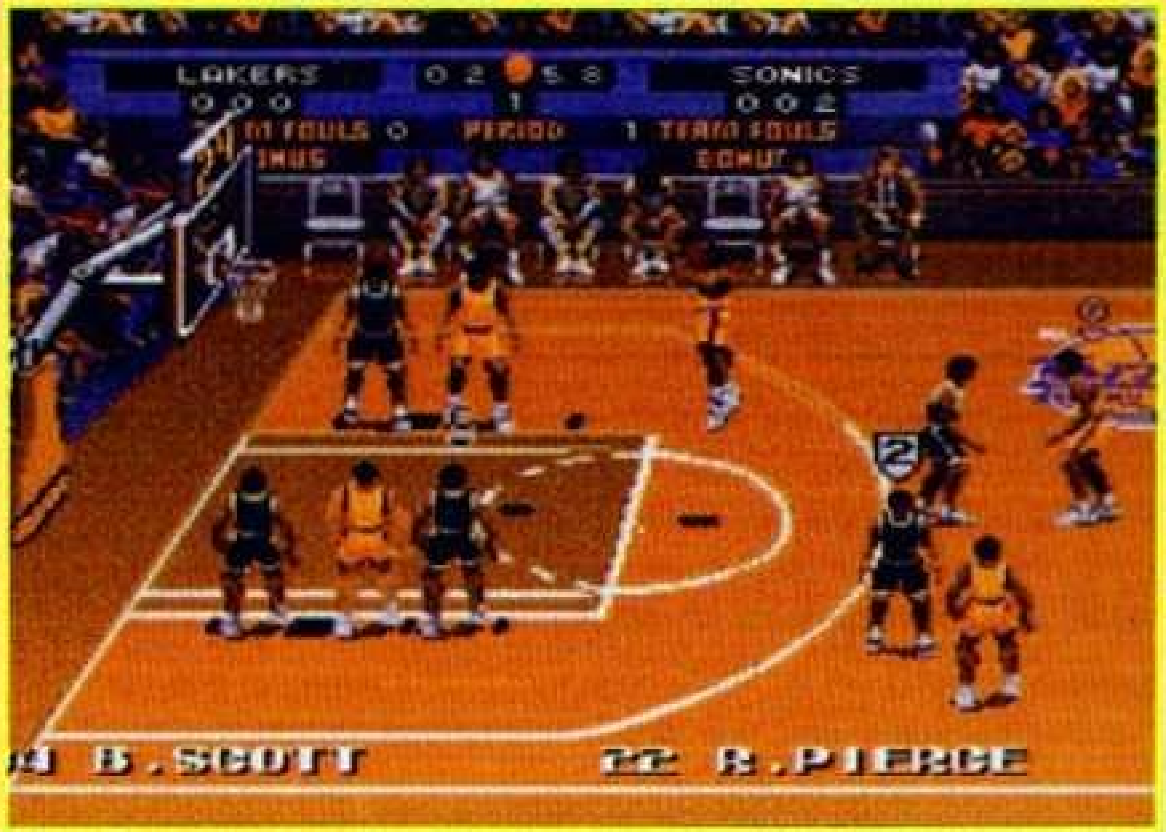
The Select button certainly comes in very handy for more a strategic game. Pressing this marvel calls up a menu which allows you to look through the playbook, check the stats of your team or individual members of that band, change the speed of play and turn the in-game music on or off. It also grants access to the substitution and time out options. During the game, your hardest worked players get progressively more tired, making them slower and less accurate. The solution is simple - call up the subs option and swap him for a fresher player who can gambol like a spring lamb. A selection of possible subs is available at all times, and it's easy to check who fits the vacant position best by calling up their stats. The time out option stops the clock for either one minute or twenty seconds, so if your in the middle of a smart play but you've only got one second left to score in, call a quick time out and hey presto, you've got plenty of time left. However, only seven one-minute time outs and two twenty second time outs are allowed per team per game. Still, this means up to an extra fifteen minutes of play, which is quite a lot really.

▲ He shoots...



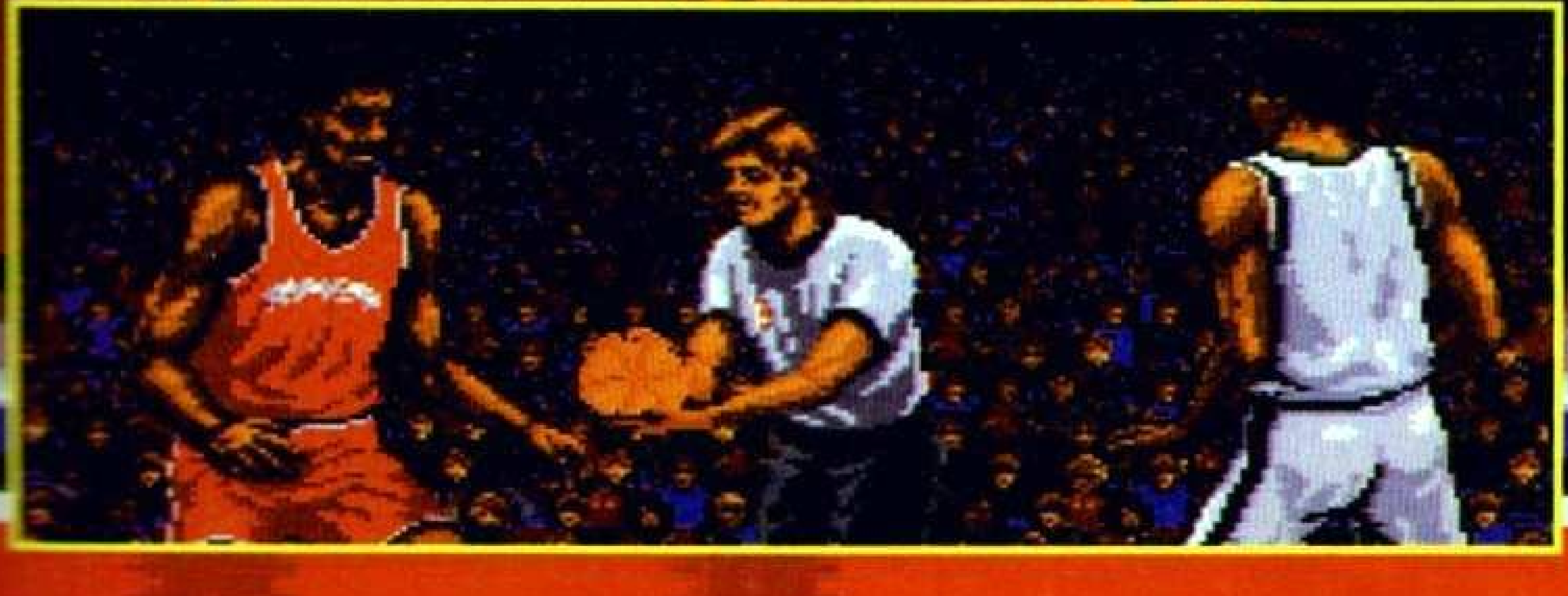
▲ and...

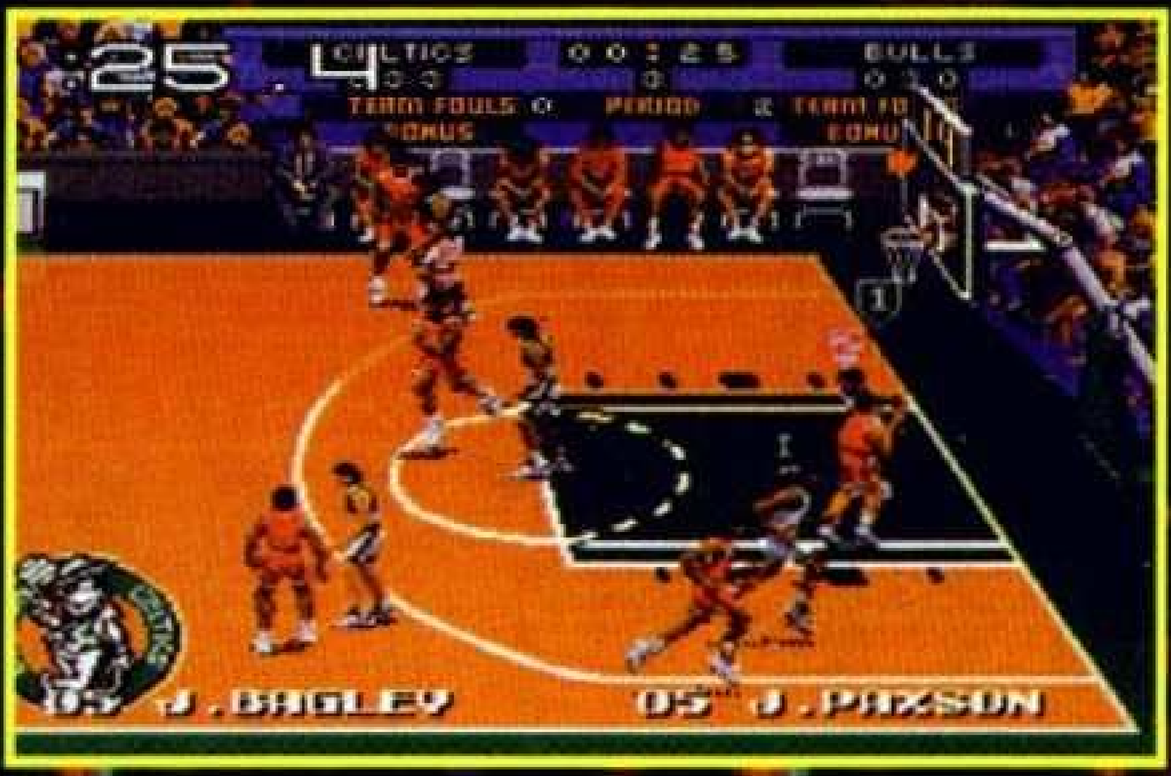
▲ ...he misses.



▲ He shoots, but will he score?

▼ Pre-shooting and scoring malarky.





▲ More shooting and scoring action ahoy!!

COMMENT

RAD

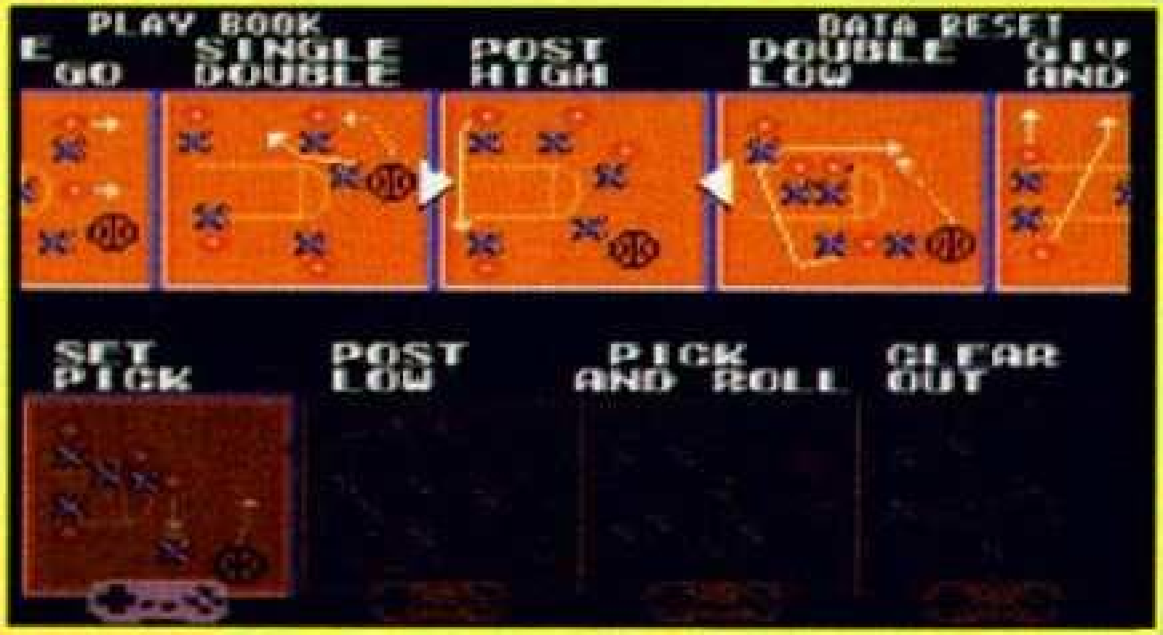
It must be said that at first glance Super NBA is very similar indeed to Bulls v Lakers. However, once you get into it there's even more in this than that classic Megadrive basketball sim. Certainly the the graphics are almost exactly the same, apart from the pretty excellent animated cut sequences, and the on-court action isn't really that much different, but that's no bad thing. What really makes Super NBA is the sheer wealth of options and the great playbook. At first, this doesn't really seem to make much difference and everyone just legs it around in a seemingly random fashion, but soon enough you get to grips it and you even find yourself spotting what play the other team is employing, and changing yours to combat it! It's all very fast too, and the ball movement and collision detection are as accurate as possible. If you're a Super NES-owning basketball fan or you're just interested in a fast, exciting and in-depth sports sim, buy Super NBA.

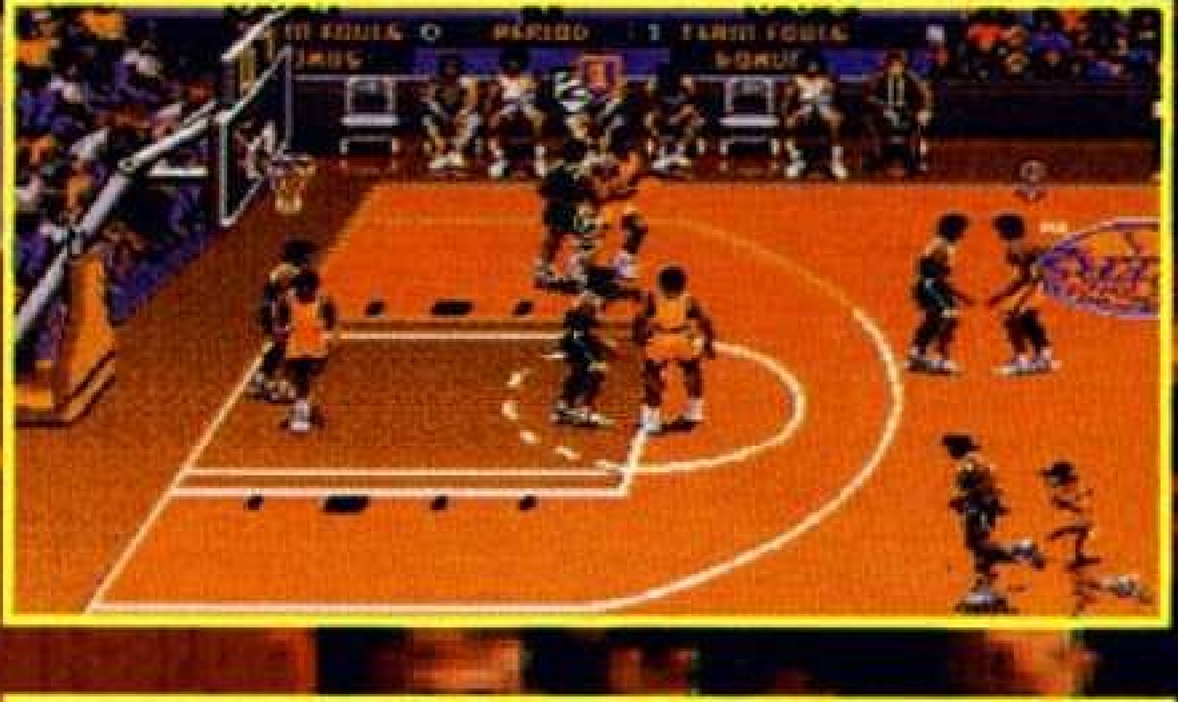
SHOOTING THROUGH THE RING

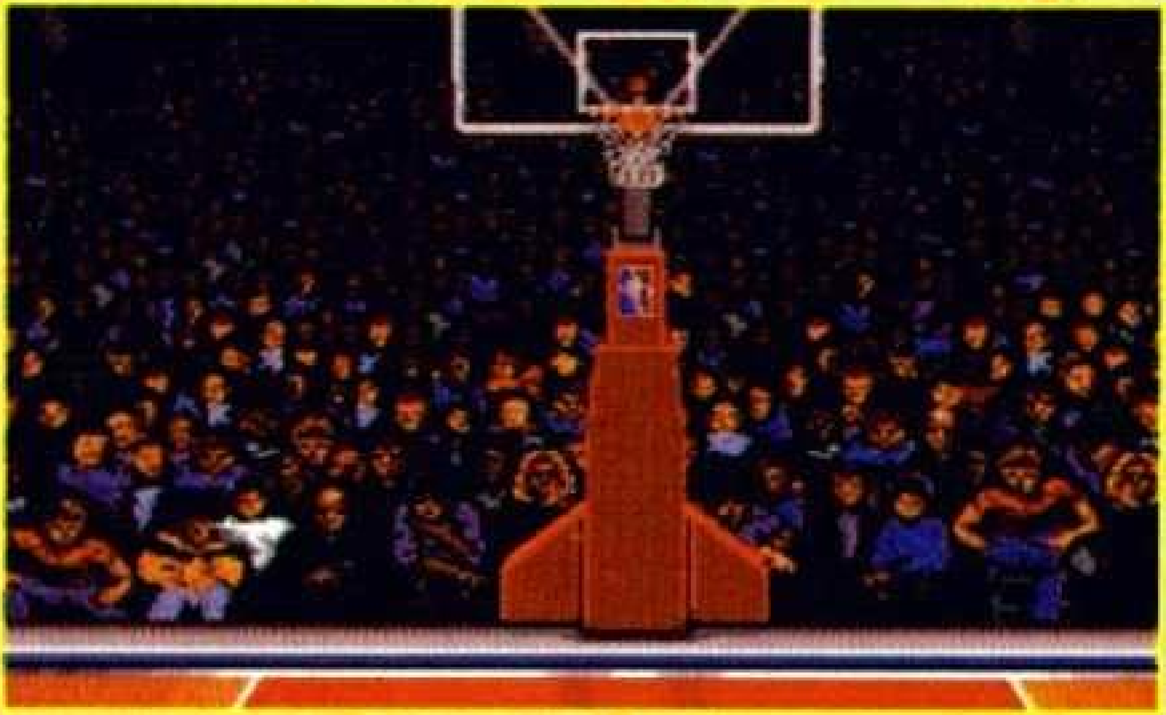
Although basketball isn't quite as tactically-based as, say, American football, there's more to it than simply leaping up and down and running about a bit. Should you be strategically inclined, a simple press of the Select button reveals a whole new dimension to the game, where you are invited to flick through a fine playbook filled with those great little diagrams with loads of squares and squiggles on them which show what your players are supposed to do. This allows you to switch between fast running plays, long or short pass plays or heavily defensive plays, so you can change your game to suit your situation. For instance, if you were a million points behind, a full attacking force would be best, whereas the other player would be more inclined to stack all his or her team around their own basket to protect it.

ANIMATION - THAT'S THE NAME OF THE GAME

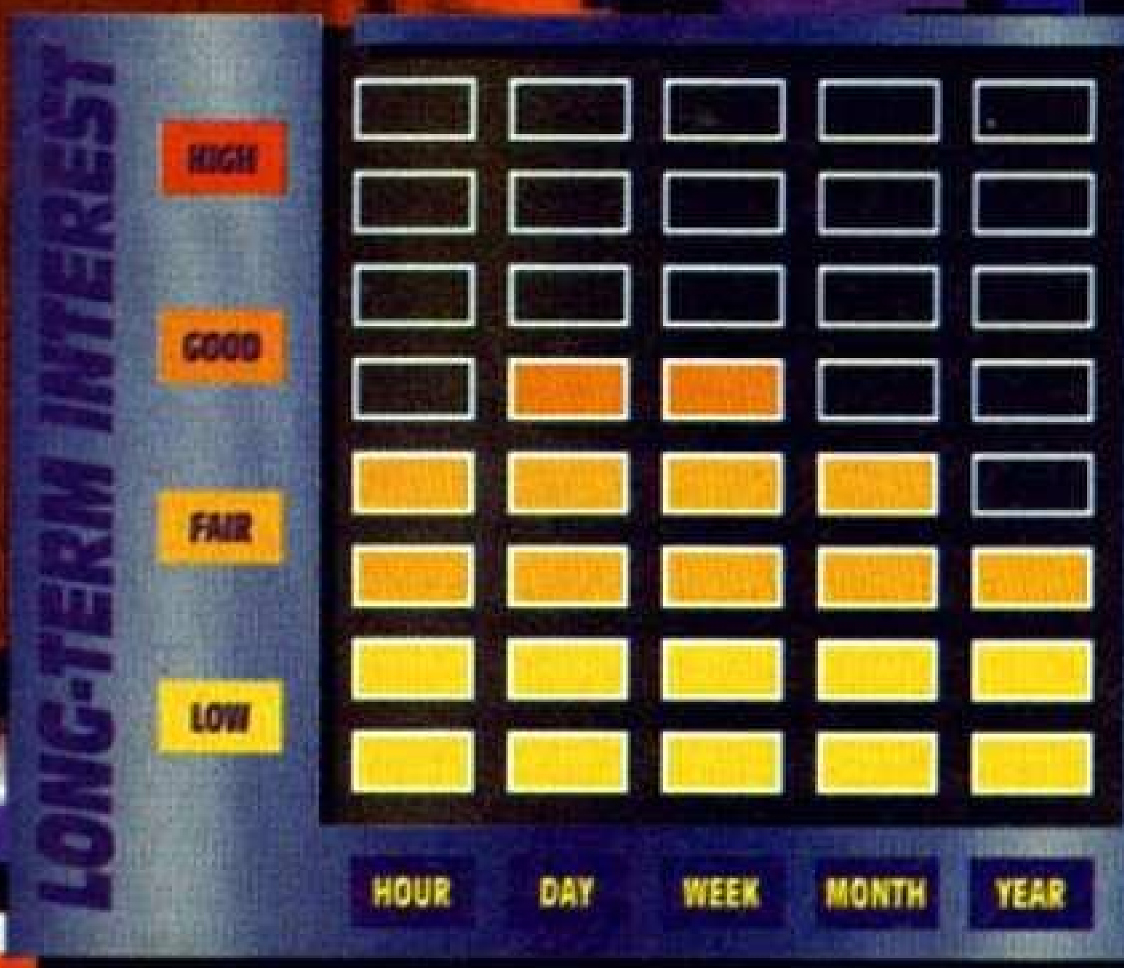
At certain moments, the action switches into an animated cut-section detailing things in a Cities of Gold-esque way. For instance, if a player makes a particularly long pass, a close-up of the ball flying through the air at great speed kicks in. Likewise, impressive dunks or three-pointers are rewarded with a juicy animated section all of their own. At first, these pieces are a bit disorientating as you suddenly find yourself dropped back in the action and not quite sure what you were doing before, but after a while it's not hard to get used to them.

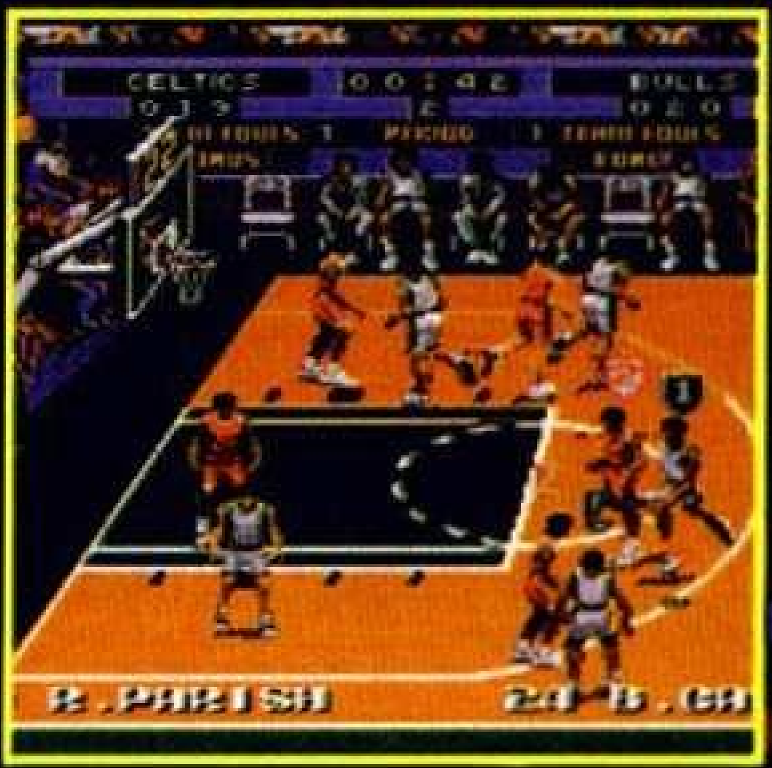




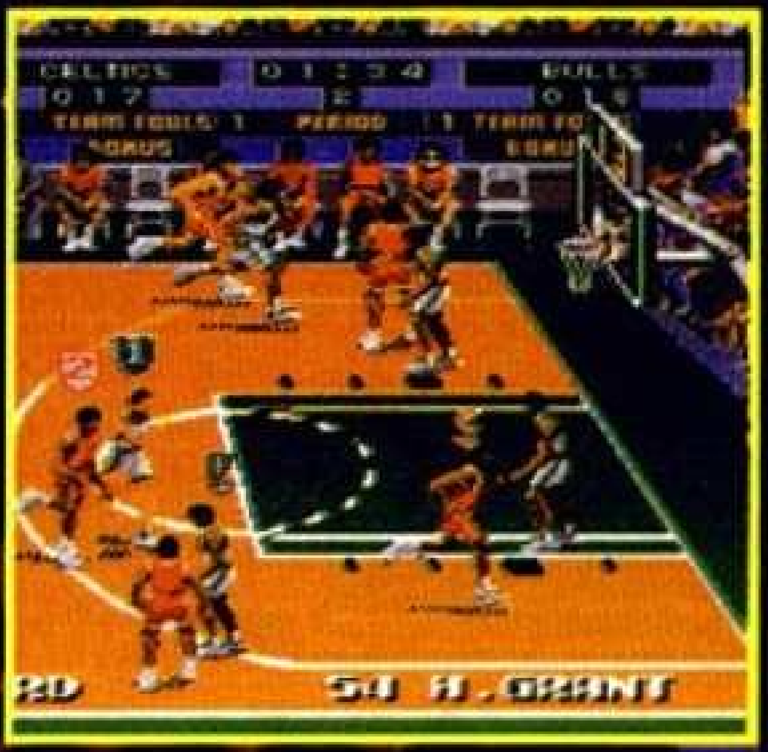


▲ First person perspective shooting and scoring.





▲ "If...I... could...just shoot and...score."



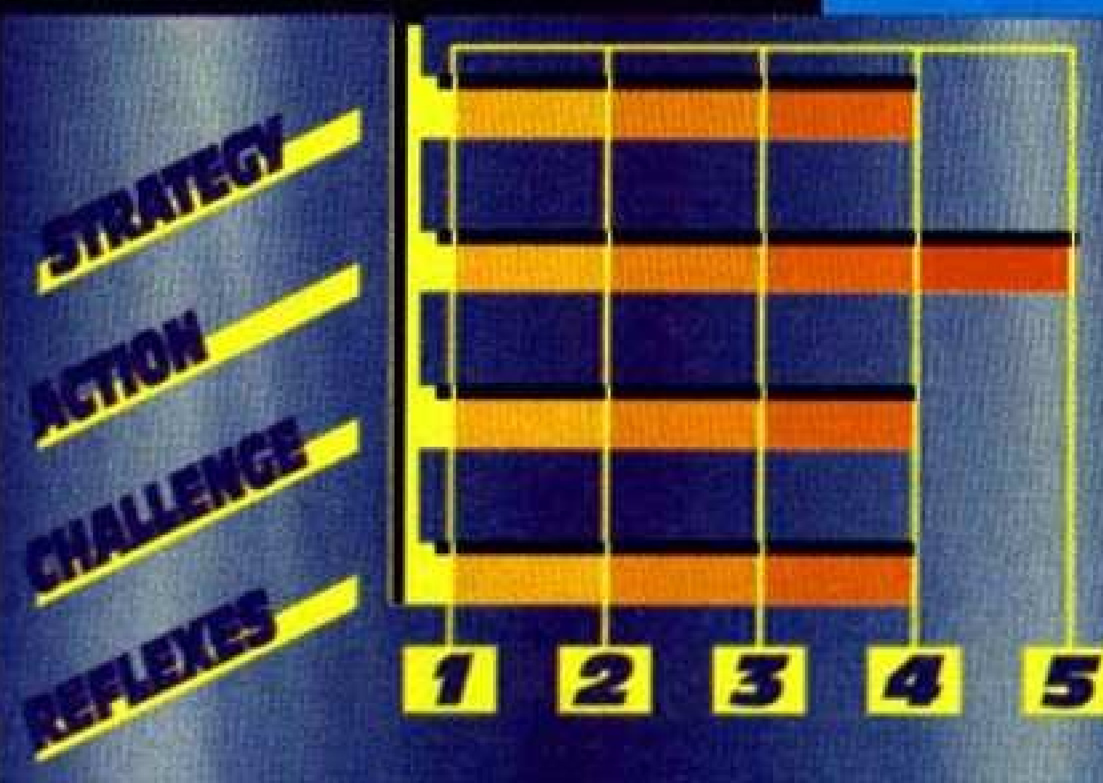
▲ "Shoot and score, shoot and score", cried the crowd.

COMMENT

GUS

NBA is a pretty laudable effort at a Basketball game from Tecmo. Its most striking feature is its speed. The game plays about twice as fast as Bulls v Lakers - and that's on slow mode! The joypad functions are comprehensive, if a bit awkward to use. The on-screen presentation is particularly impressive, with scorers well marked, and players well defined. NBA is not short of the stats and features that Bulls v Lakers was famous for. In fact, there must be even more on this - with strategies, player profiles and team standings. It all becomes a bit of a labyrinth. That's why it's comforting to now that at the heart of it all there is a good on-court game. However, a couple of niggles remain, centred around the easiness of fouling accidentally and the tendency of some of your guys to play like spanners. Barring that, sports fans should go for this without hesitation.

RATINGS



▶BREAKDOWN

PRESENTATION

93

▲ Loads of options, cut screens, stats and intermissions mean presentation is of a high standard throughout.

GRAPHICS

89

▲ Big, well drawn and superbly-animated sprites bound around a detailed court scene.
▼ Sadly, that one background does get a bit dull after a while.

SOUND

81

▲ Good selection of court-related effects and not bad music which accompanies the game.
▼ The effects lose their variety after continuous play.

PLAYABILITY

91

▲ There's loads to keep the player occupied, with scores of plays and loads of fast and responsive action.

LASTABILITY

90

▲ All the NBA teams are here, and you won't beat the play-offs overnight. Still, there's always the two-player mode.
▼ Not much variety, what with it being a sports game and everything.

OVERALL

As fine a basketball game as there is. Uses all the best ideas from previous basketball games and adds a lot of good ideas of its own. Highly recommended.

91

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GAME

ST

FINAL FIGHT

BY:NINTENDO
£44.95

Capcom's answer to the Double Dragon series was also one of the first Super NES games to reach Britain. Set in a New York of the near future, Final Fight follows the fortunes of Haggar, the city's street-fighting Mayor or his great mate, Cody, as they trek across the scum-ridden streets in search of Haggar's kidnapped daughter. Played across a series of horizontally-scrolling stages, the player guides their chosen character as they punch, kick and use all manner of unorthodox moves against the many hoodlums they encounter. Whilst Final Fight proves fairly entertaining, very little skill is needed, and the variety between the levels is limited to changing the backdrops. True, the same applies to the coin-op, but even so Final Fight looks very dated and has since been superceded by its many clones.

PRESENTATION 70% GRAPHICS 84% SOUND 79%
PLAYABILITY 83% LASTABILITY 72% OVERALL 76%

STREET FIGHTER II

BY:NINTENDO
£64.95

PRESENTATION 93%
GRAPHICS 95%
SOUND 91%
PLAYABILITY 96%
LASTABILITY 95%
OVERALL 96%

Hold on a minute, I'm preaching to the converted here, aren't I? The ultimate coin-op reaches the Super NES in the best arcade conversion to hit the machine! A 16 Meg cart, all your favourite coin-op fighters have been recreated, ranging from lard-boy Honda to the well fit Chun-Li. In case you've had your head buried in a deep hole for the last year or so, Street Fighter II allows the player to choose one of eight fighters - who they duly use to wipe the floor with the other seven contenders and the final four champions. It's hard knowing where to start praising Street Fighter II as everything about the game is brilliant. The moves are easily put together into combinations, and each character has specific strengths and weaknesses which require genuine skill to monopolise. In addition, graphically, Street Fighter II is a near perfect recreation of the coin-op which features all the backdrops and touches which made the coin-op so special. A stunning game, Street Fighter II is one of the few games which every Super NES owner should own. Get a copy now or spend the rest of your life being mocked by the rest of the world...

KO
GUILE
∞
GUILE

TKO **BY:SOFEL £49.99**

Boxing games rarely work as they offer little variety in terms of action, and skill rarely plays a part. True, this could also be said of the real thing but I'm sure Nigel Benn and Co have certain strategies when entering the ring. TKO is the perfect example of how not to write a boxing game. Viewed from a side-on perspective, it is graphically reminiscent of Activision's ancient Barry McGuigan licence, and even now, some six years later, the Activision game still offers more fun than TKO. Although a wide range of boxers line up to take the player on, I doubt whether many people could be bothered to play past the second or third, as the rounds seem to stretch for days and the chances of any lasting interest is about as likely as Eldorado surviving until next Christmas.

PRESENTATION 83% GRAPHICS 52%
SOUND 18% PLAYABILITY 37%
LASTABILITY 27% OVERALL 36%

SUPER DOUBLE DRAGON

BY:TRADEWEST
£44.95

PRESENTATION 66%
GRAPHICS 73%
SOUND 69%
PLAYABILITY 81%
LASTABILITY 74%
OVERALL 73%

Billy and his brother Jimmy have been slugging away for as long long as I can remember, and not one of their adventures has struck me as particularly good. For their Super NES debut both retain their girly pink and blue outfits, but also benefit from the addition of a load of new moves and blocks. Thus, amidst the trading of punches and kicks, it's also possible to add a little spice to the proceedings by grabbing an opponent by their hair and kneeing them in the face - or grabbing their fist as they swing a punch, twisting it behind their back and laying into them! Super Double Dragon makes good use of the joypad's four buttons, and the moves are among some of the most realistic for such a game. Although the game takes the player through an airport, up a lift, and eventually into the baddies' lair, no more than three opponents ever appear on screen, and they also attack one at a time, making it extremely easy to take them out. There's also a severe lack of variety in the enemy, with no real bosses as such. Not bad, but Super Double Dragon doesn't quite have the spark to raise itself above average.

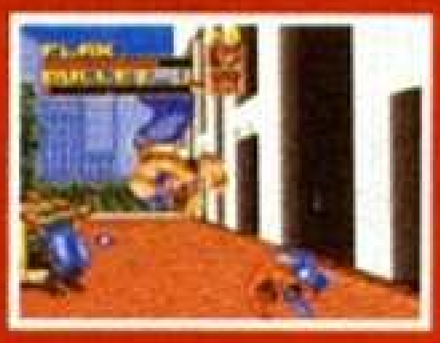
BEAT EM UPS

The Super NES may be a relatively new machine, but it has already been swamped with beat 'em ups. Obviously Street Fighter II has been receiving the most attention, but just how do the rest measure up?

RIVAL TURF

BY:JALECO
£44.95

Oozie Nelson and Jack Flak are two vigilantes who are avenged to disband the evil Street Kings gang. However, Ozzie and Jack are also members of a gang - the Final Fight Cloning Association - and their adventures run virtually identically to those of Haggar and Cody. Okay, if an idea is good, people are bound to copy parts of it whilst adding new ideas, but not so Jaleco. There isn't a shred of originality in Rival Turf, and all the moves, weapons and enemies are so familiar you'd expect to experience deja vu when fighting them. The final nail in Rival Turf's coffin is that it is so easy, but I doubt whether many people could be bothered to struggle through this dull effort, anyway.



PRESENTATION 68%
GRAPHICS 73%
SOUND 70%
PLAYABILITY 68%
LASTABILITY 29%
OVERALL 48%

KING OF THE MONSTERS

BY:TAKARA
£44.95

A nice twist on the perennial one-on-one fighting idea, King Of The Monsters replaces the customary street fightin' dudes with B-movie-style creatures, and ditches the alleys and back streets normally associated with the genre for minuscule cities which get trampled underfoot - classic stuff! Well, it would be if only prolonged play wasn't so tedious. Although the characters are well-animated and feature a host of good moves, standing toe-to-toe with another character and slugging away soon gets extremely dull and even small touches such as tiny helicopters appearing to take pot-shots cannot save the day. The old Rampage coin-op proved that there's a lot of mileage to be had from B-movie characters, but sadly King Of The Monsters features about much content as the films it is based on.

PRESENTATION 80%
GRAPHICS 86%
SOUND 76%
PLAYABILITY 43%
LASTABILITY 38%
OVERALL 57%

ULTRAMAN

BY:NINTENDO
£39.95

Another Japanese B-movie hero makes the leap to the Super NES - and once again the results leave a lot to be desired. Ultraman is a sixty-feet high superhero who, for reasons known only to himself, wears what appears to be a large bullet on his head. Obviously, such an appearance leads to ridicule from alien dictators and mutant plant life, so a series of single-screen fight sequences follow - as does instant boredom and the realisation that nearly forty quid has gone on a complete Dodo.

Admittedly, the many foes Ultraman battles are interesting and wouldn't look out of place in such a film, but they all follow ridiculously simple attack patterns, and Ultraman himself is far from the agile hero we perhaps would have expected. As a result of these combined failings, Ultraman is a turgid effort which deserves no attention whatsoever.

PRESENTATION 43%
GRAPHICS 62%
SOUND 53%
PLAYABILITY 47%
LASTABILITY 28%
OVERALL 31%

SONIC BLASTMAN

BY:TAITO
£44.95

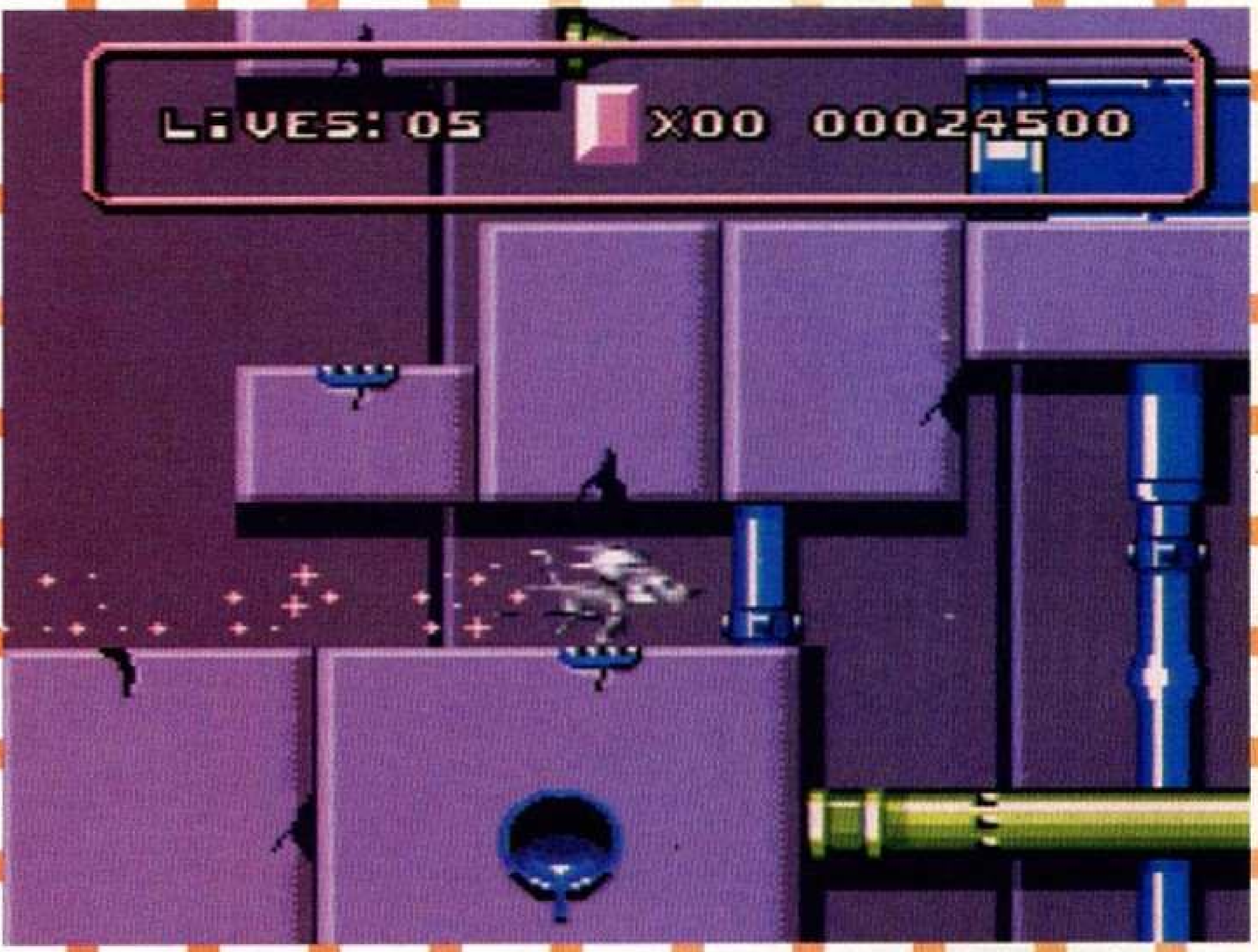
One of the weirder machines of late, the Sonic Blastman coin-op is the modern equivalent of a 'Test Your Strength' machine. Using a touch-sensitive pad, to punch a series of on-screen objects - including skinheads, lorries and even a planet - the player is given three hits to stop them in their tracks. The harder the player hits the pad, the more on-screen damage is caused, until the predetermined score is eventually matched. However, in a game which is Sonic Blastman by name only, the Super NES game is yet another Double Dragon-style beat 'em up to add to the existing pile. Controlling the blue-suited hero, numerous levels of non-stop kicking 'n' fumping action await Blastman, with a poor imitation of the coin-op sequences relegated to sub-game level. Although the moves available are often quite humorous - Blastman picks people up by their hair and shakes them around! - the age-old problem of repetition soon sets in, and another dull beat 'em up joins the rest on the scrap heap.

PRESENTATION 64% GRAPHICS 74% SOUND 61%
PLAYABILITY 79% LASTABILITY 63% OVERALL 65%

CLAY

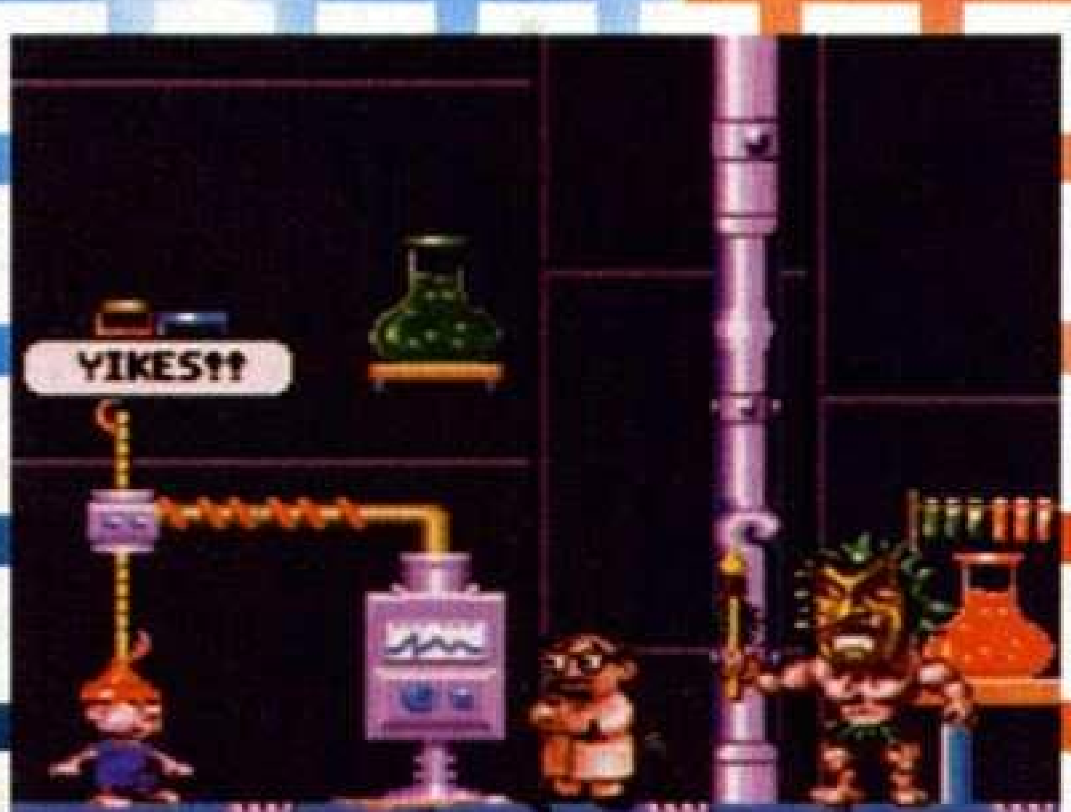
In the UK we have Silly Putty to keep us occupied whenever we feel the need to play around with a strange mass of rubbery goo, but the American alternative is the colourful Claymate - the basis for Interplay's latest arcade/adventure. Whilst visiting his scientist father in his laboratory, young Clayton stumbled across an evil Voodoo chief trying to blackmail his dad into aiding with an evil plan. Running in to rescue his dad, Clayton is pushed into a strange contraption by the chief and promptly changed into a bouncy ball of clay.

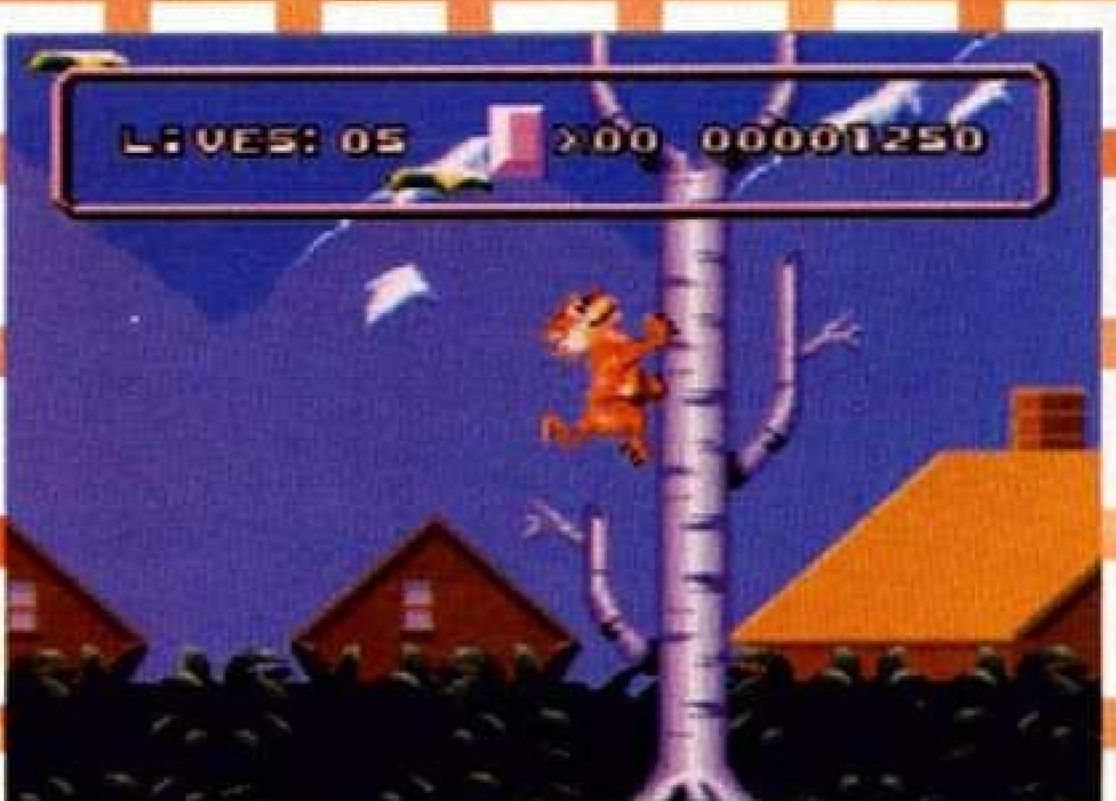
As his father is whisked away by the chief, Clayton hops along in a vain attempt to free his stricken parent. Luckily though, being a blob of semi-solid matter isn't as bad as it sounds, and by collecting a series of flashing icons, Clayton's form changes to that of a cat, a mouse or a fish - each of which have there obvious benefits. For instance, as a cat, Clayton climbs near vertical objects with ease, whilst adopting his mouse persona enables him to run faster, and being a fish allows him to swim. It's not all plain sailing, though, and numerous members of the Voodoo chief's army are out to sap Clayton's energy and eventually kill him. Expect a review very soon.



▲ Clayton in mouse form races through the sewers in a bid to rescue his father.

▼ Use your shape changing abilities to transform into different animals, each with their own characteristics, such as the tree climbing skills of a cat.





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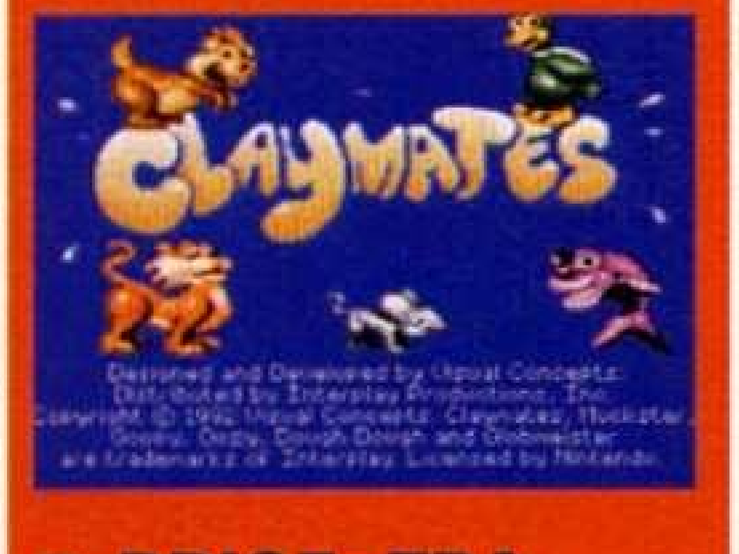
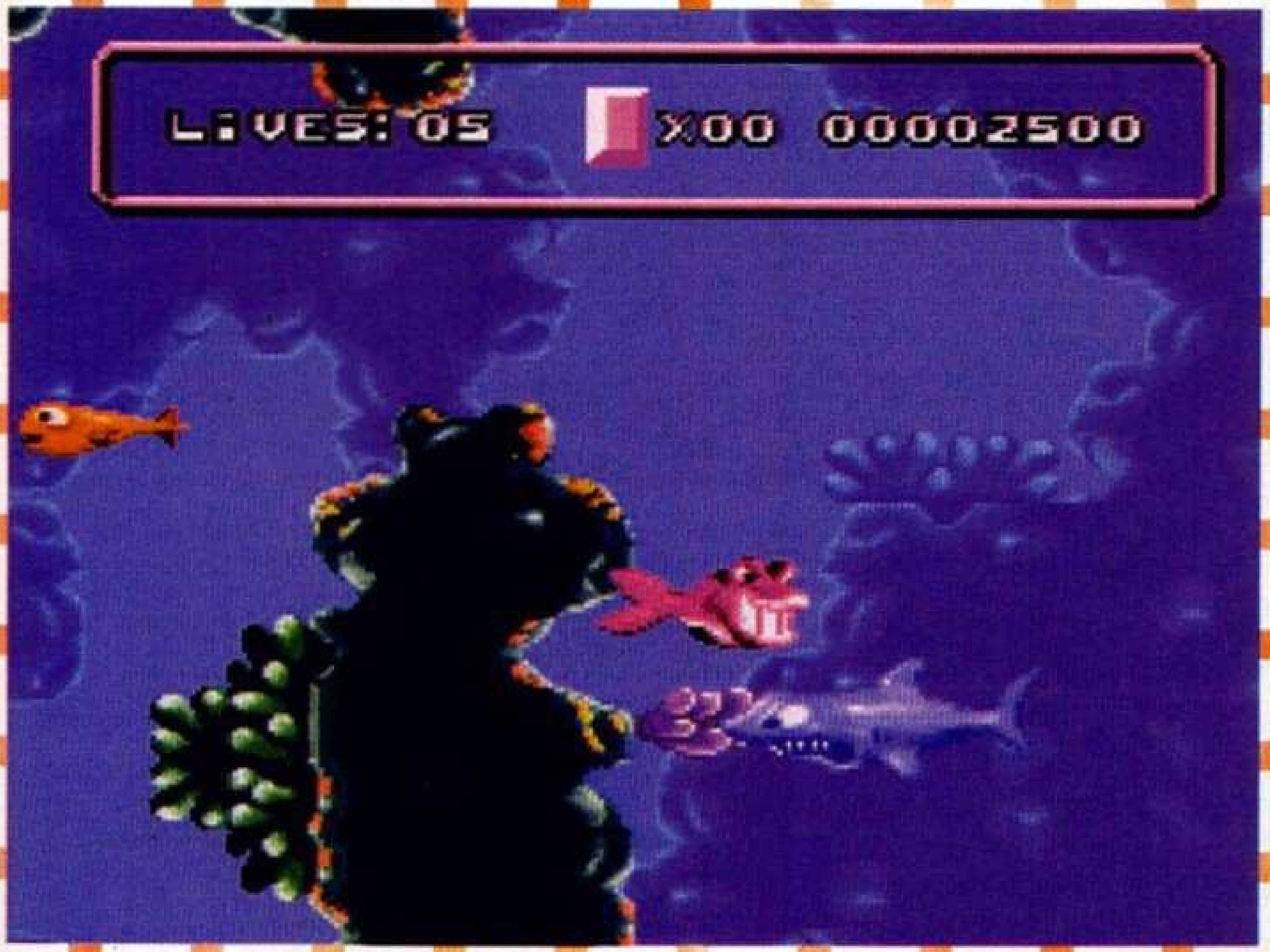


- PRICE: TBA
- BY: INTERPLAY
- PLAYERS :1
- MEGS: 4

MATES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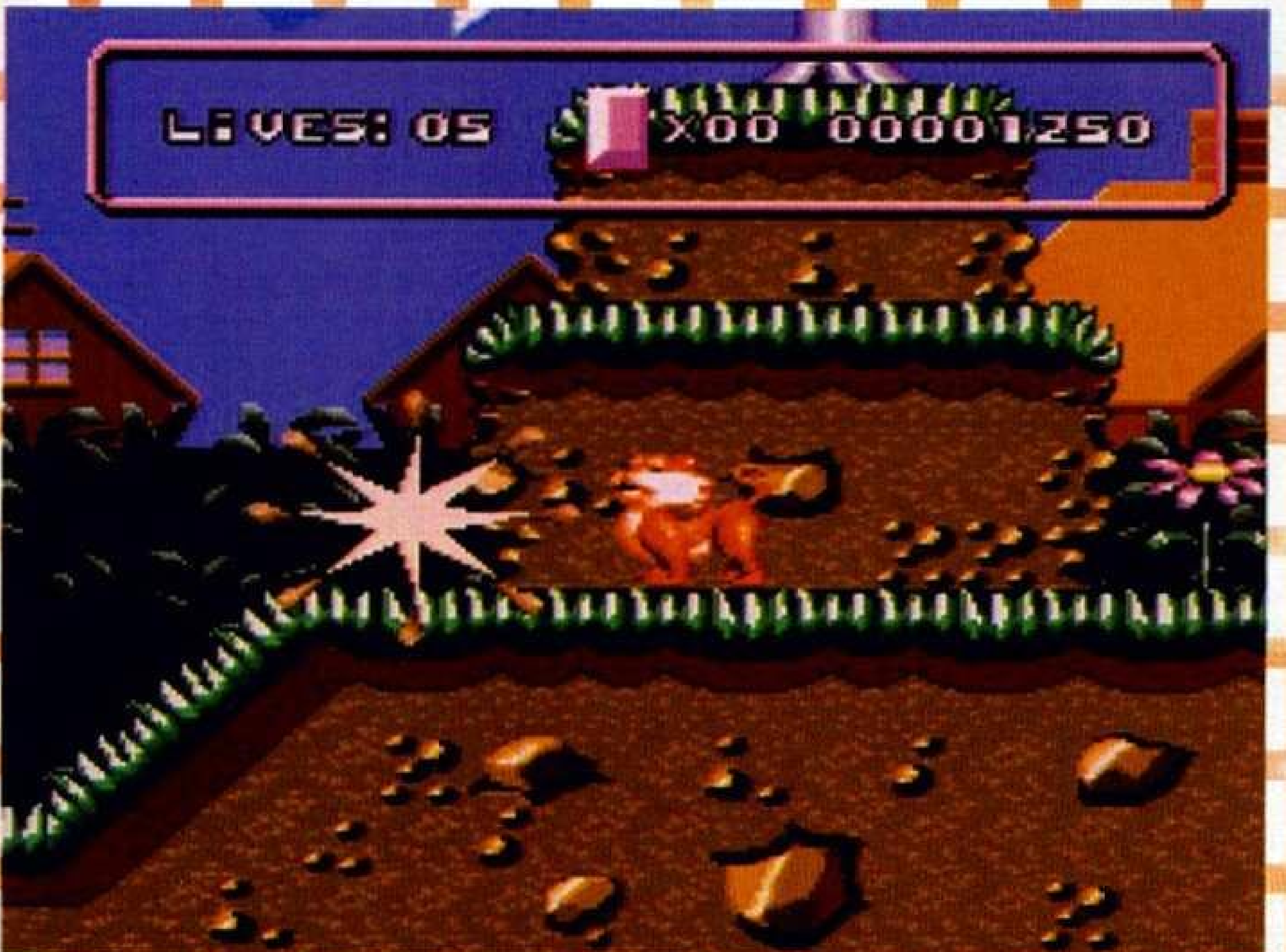
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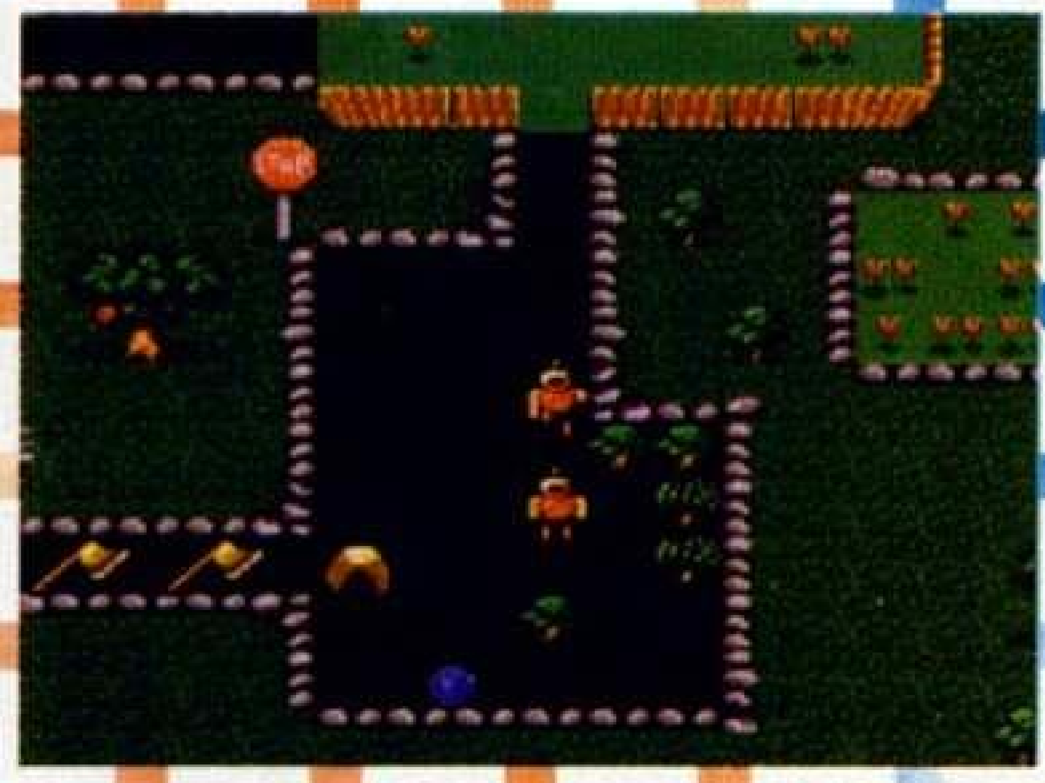
PLOTTING A COURSE

Clayton's journey is constantly updated via a map screen. However, as well as covering his journey, the player should also try to keep our hero away from the chief's warriors who also move across the map. To do this, small traps are at his disposal and are used to kill off the pursuing nasties - but these also prove hazardous to Clayton's health, so be warned...



▲ Use the map to locate things with!

LIVES: 04
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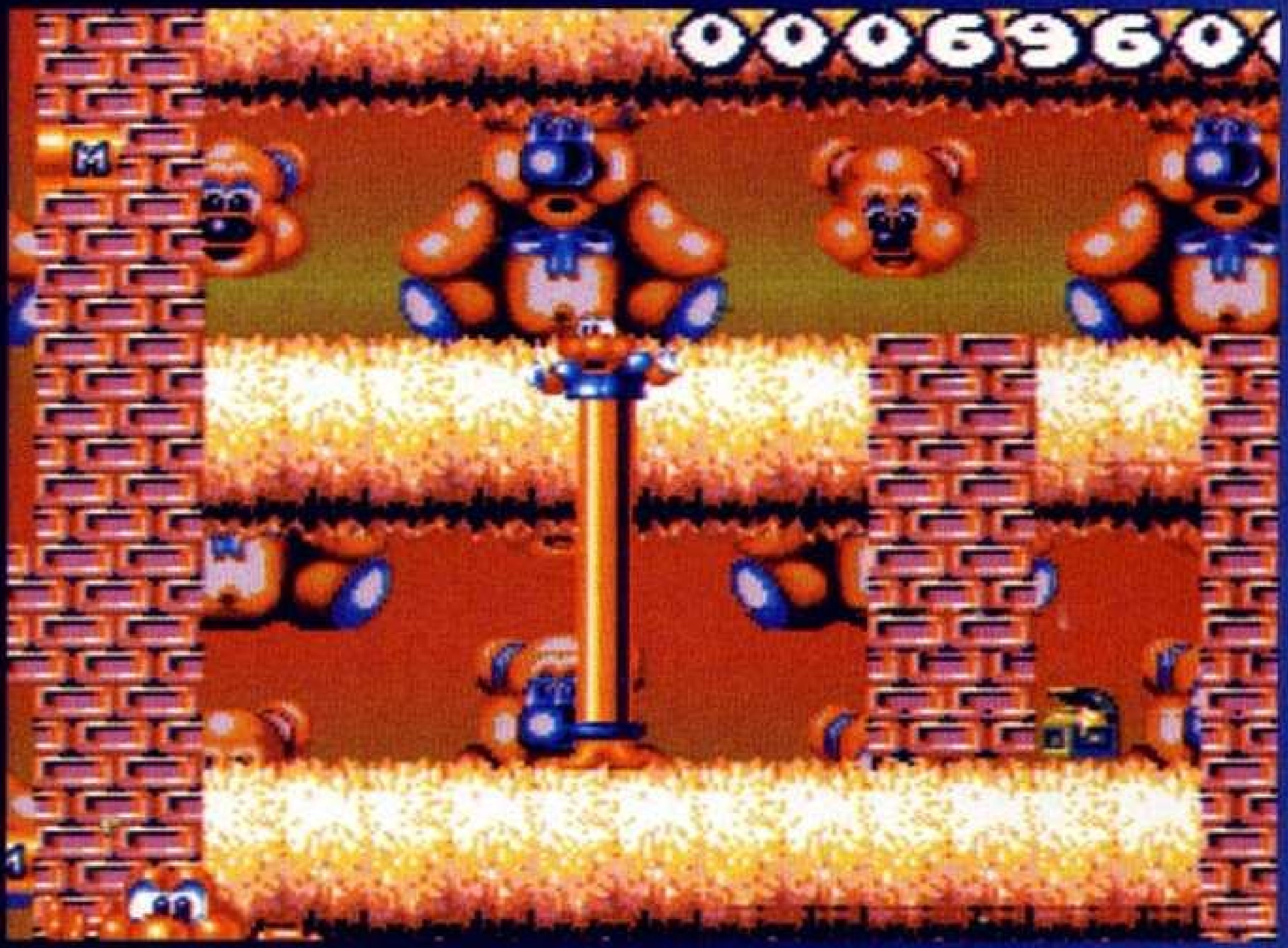
ROBO

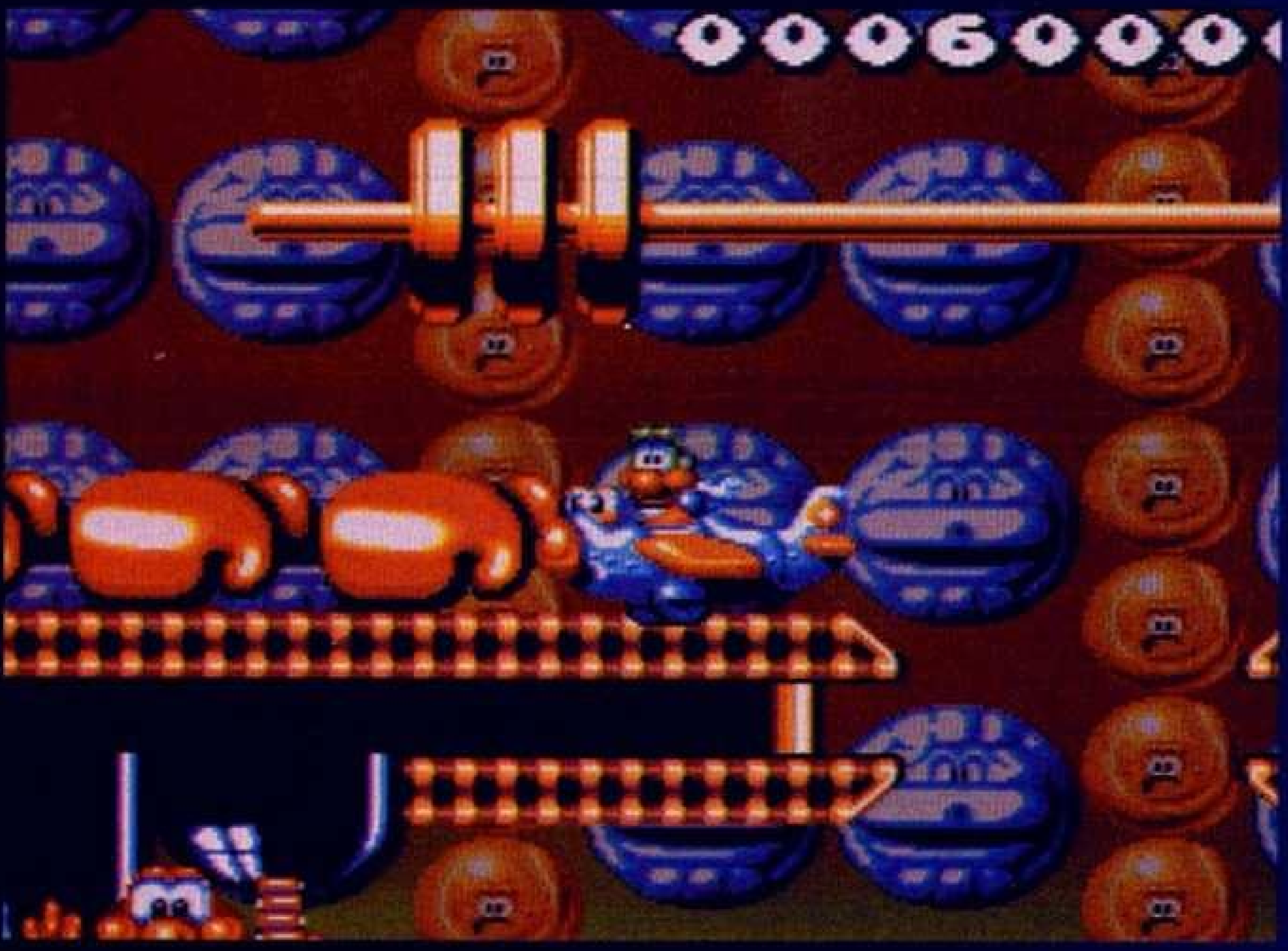
Arguably the most famous undersea secret agent ever, Millenium's James Pond is set to make his Super NES debut courtesy of Ocean. Robocod is the fishy hero's second outing - his first was an average arcade/adventure - and pits James against his long-term nemesis, Doctor Maybe. In a plot which is set to shock the world, Maybe has kidnapped Father Christmas and is using Santa's present-making factory as a production centre for a new wave of deadly toys. This obviously would have massive repercussions and could even see Maybe taking over the World. Enter Pond to try and thwart his plans.

Starting outside Santa's sprawling factory, a number of entrances mark the different areas under Maybe's control. Each of these is based on a gift theme, ranging from toys and sweets to music, and has been overrun by Maybe's newly-created cronies. Luckily, as an aquatic agent, Pond is armed with a number of special abilities - including a rather neat expanding midriff! This means that, in addition to leaping on his foes a la Mario, our hero also has the ability to stretch his body in order to reach those previously inaccessible areas.

In its original Amiga and Megadrive forms, Robocod won all sorts of acclaim for its fast-moving action and original slant. Ocean's conversion is being coded by the original Millenium team who are also making additions to the code to make the most of the Super NES's capabilities. Robocod is scheduled for a late 1993 release.



▲ Our fishy hero uses his ability to extend his metallic body enabling him to reach platforms that are to high to jump upon. Cod boy must be careful however, as contact with any flying foes will cause our kipper-like chum to fall back down!

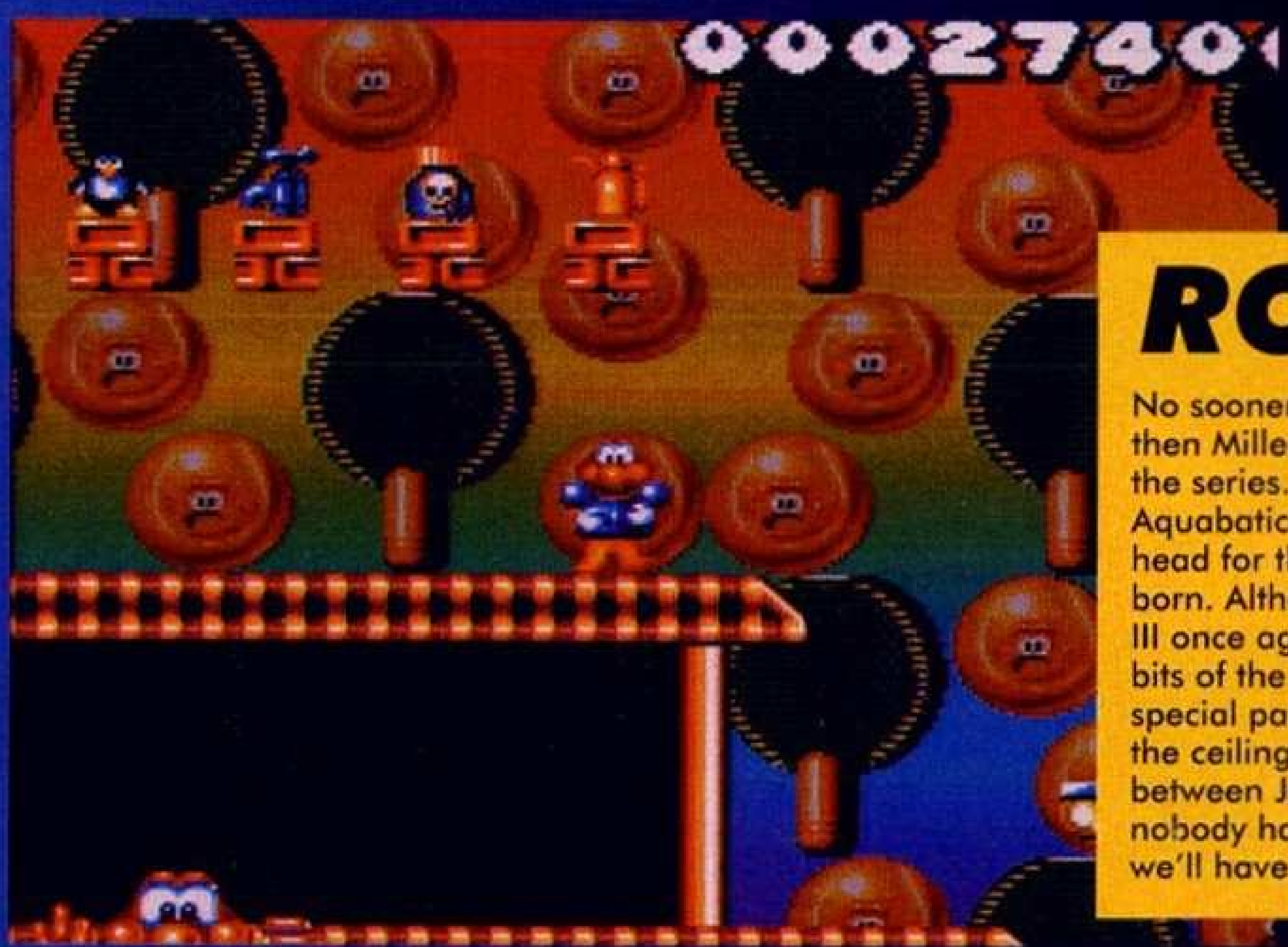


▲ Robocod takes to the skies in his very own private jet. Fascinating eh!

GAME FAX

- PRICE: TBA
- BY: OCEAN
- PLAYERS :1
- MEGS: 4

COD



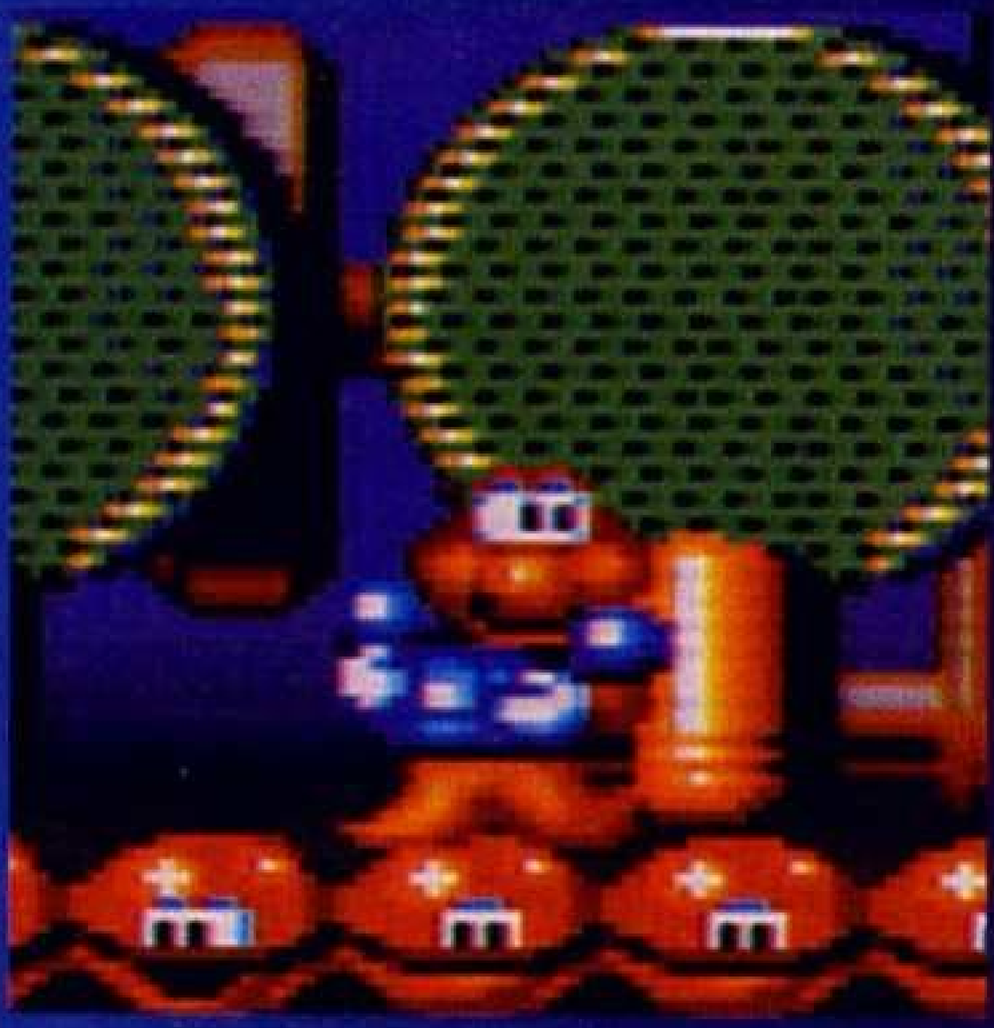
ROE-CKET MAN

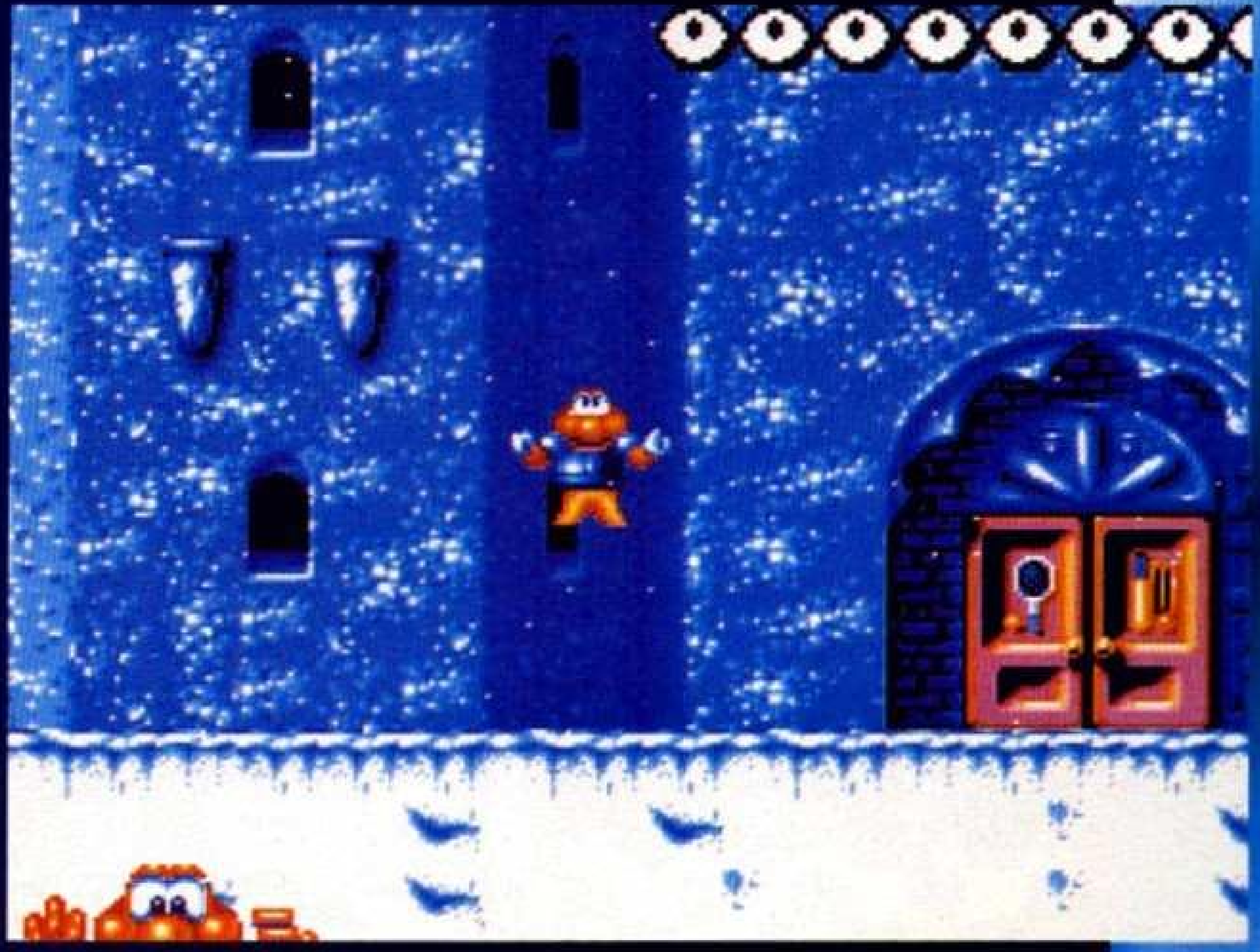
No sooner was the original Amiga version of Robocod finished, then Millenium were busy considering ideas for a third game in the series. Possible mooted titles were The Shrimpsons and Aquabatics, but it was eventually decided that James should head for the moon - thus James Pond III: Splash Gordon was born. Although only at a very early stage of development, Pond III once again pits James against Maybe, who this time is selling bits of the moon via a cheese factory he has built there. Using a special pair of anti-gravity boots which allow him to run across the ceiling and up walls, numerous alien-infested levels stand between James and another show-down with Maybe. As of yet, nobody has signed the rights to the Super NES version, but we'll have more news soon!

▲ The various levels of Robocod are strewn with objects which Robocod can collect to enhance his already marvellous flipper-like skills. Not all objects are useful and some can kill Robocod on contact so watch it!

▼ At the start of the game our fish finger-eating chum must enter Maybe's castle to take part in many fun-packed adventures!

▼ As you can see from this close-up pic, Robocod is clearly the most accurate graphical representation of a robotic cod ever to grace a video game.



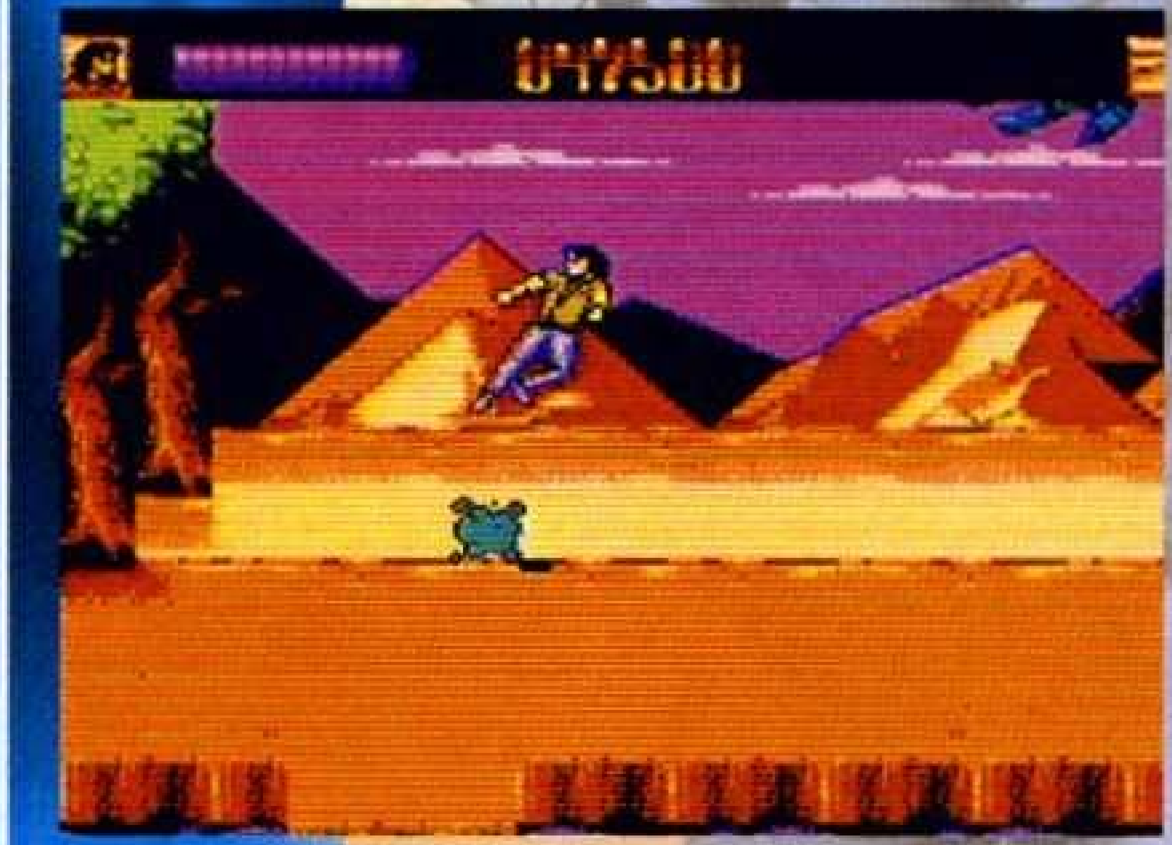


LETHAL WEAPON

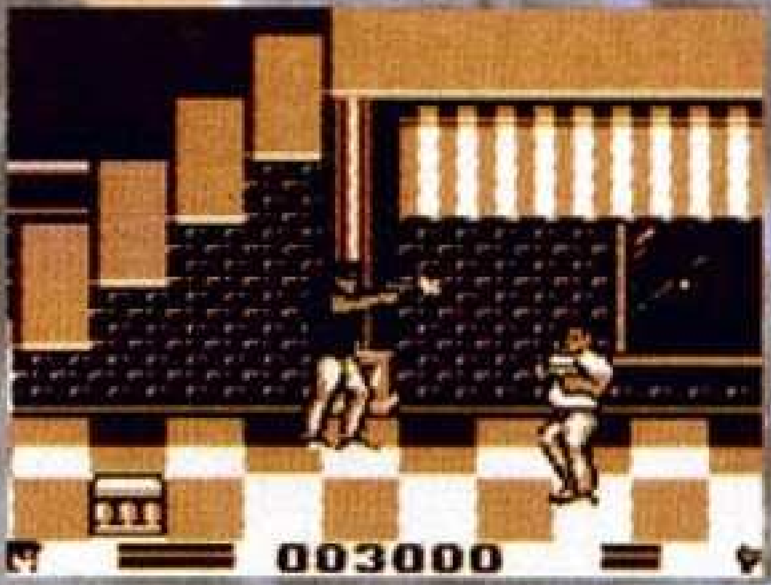
With the Super NES game complete (see review on page 38), Ocean are now turning their attention to NES and Game Boy versions of Lethal Weapon. However, rather than port the Super NES game over, Ocean have instead opted to plonk Riggs and Murtaugh in the middle of a Double Dragon-style beat 'em up!

Assuming the role of either cop, the player starts the game armed with a handgun and a limited number of bullets. As the assorted felons pile on to the screen, Riggs and Murtaugh take them out before moving on. Of course, the crooks and villains don't take too kindly to this sort of maltreatment, and much punching, kicking and throwing of objects ensues - with direct hits sapping the good guys' energy bars. As well as their guns, our heroes are also experts in martial arts and Riggs is adept at performing flying kicks whilst Murtaugh has a real mean right hook.

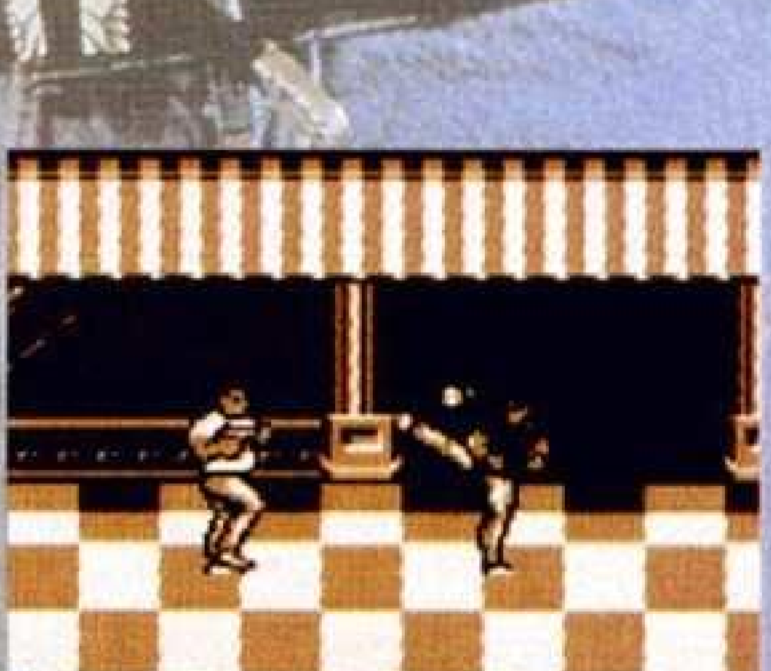
As the pair progress through a series of stages, the enemies get tougher and larger crime lords also appear at the end of every stage. There'll be more news soon, so keep 'em here.

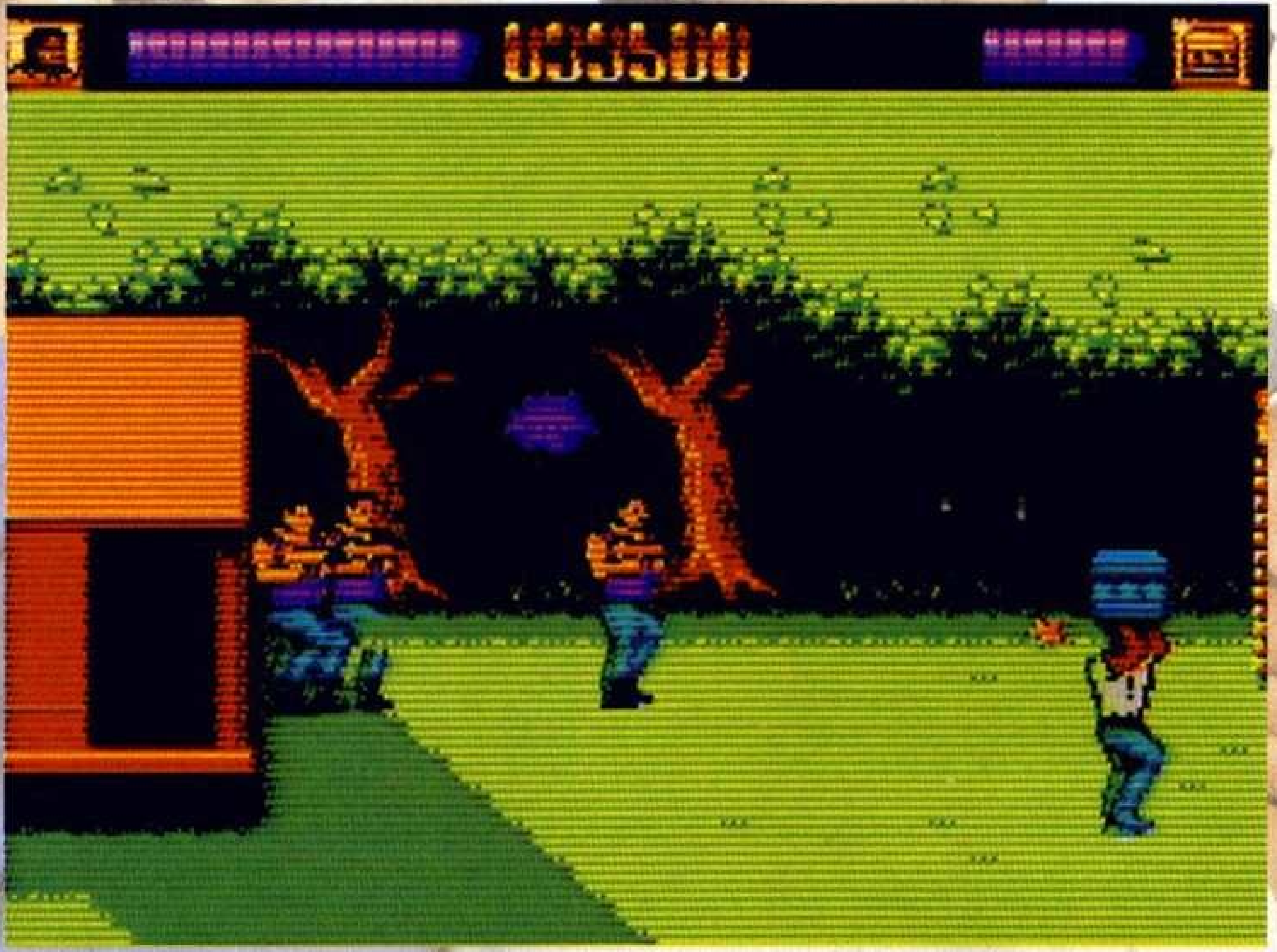


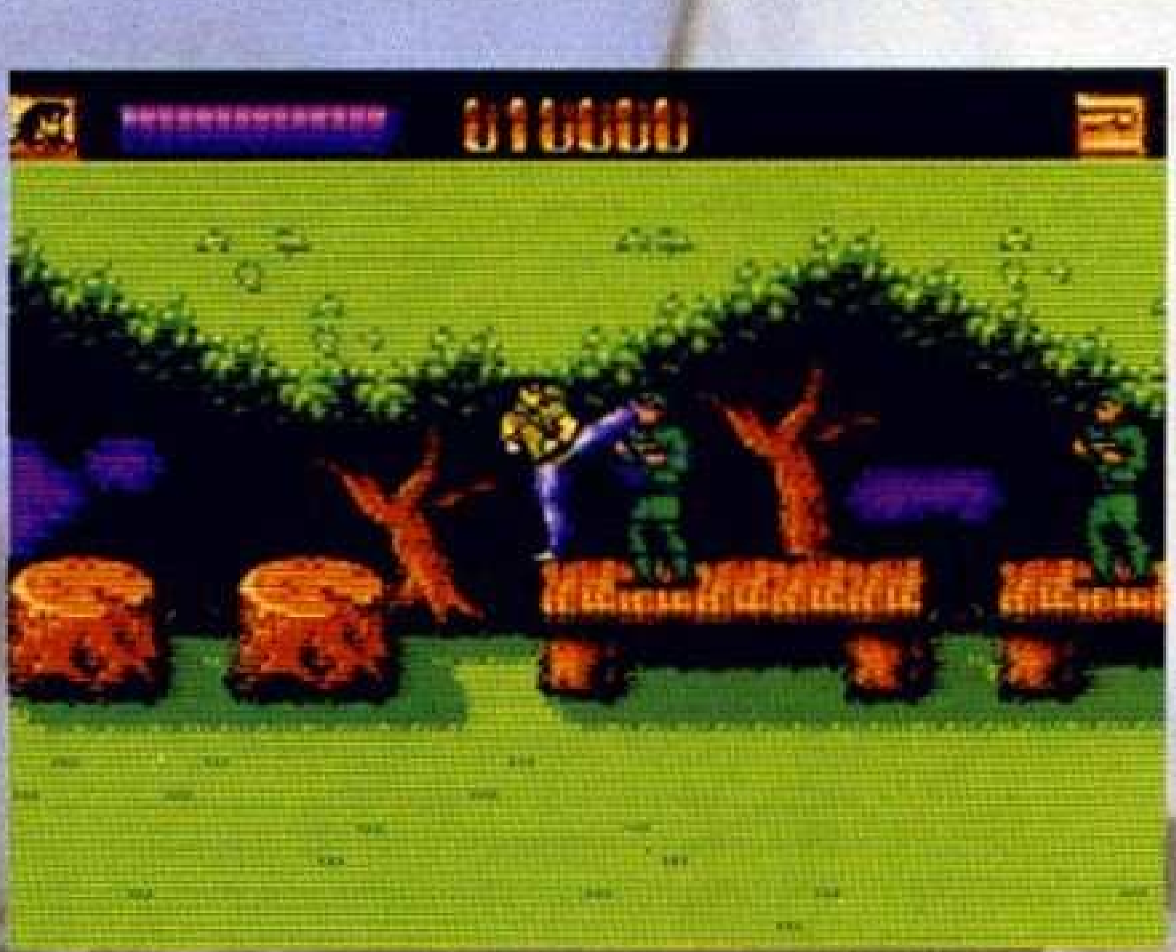
▲ Chop socky action as Jackie Chan...er, sorry, Martin Riggs crosses a Desert?



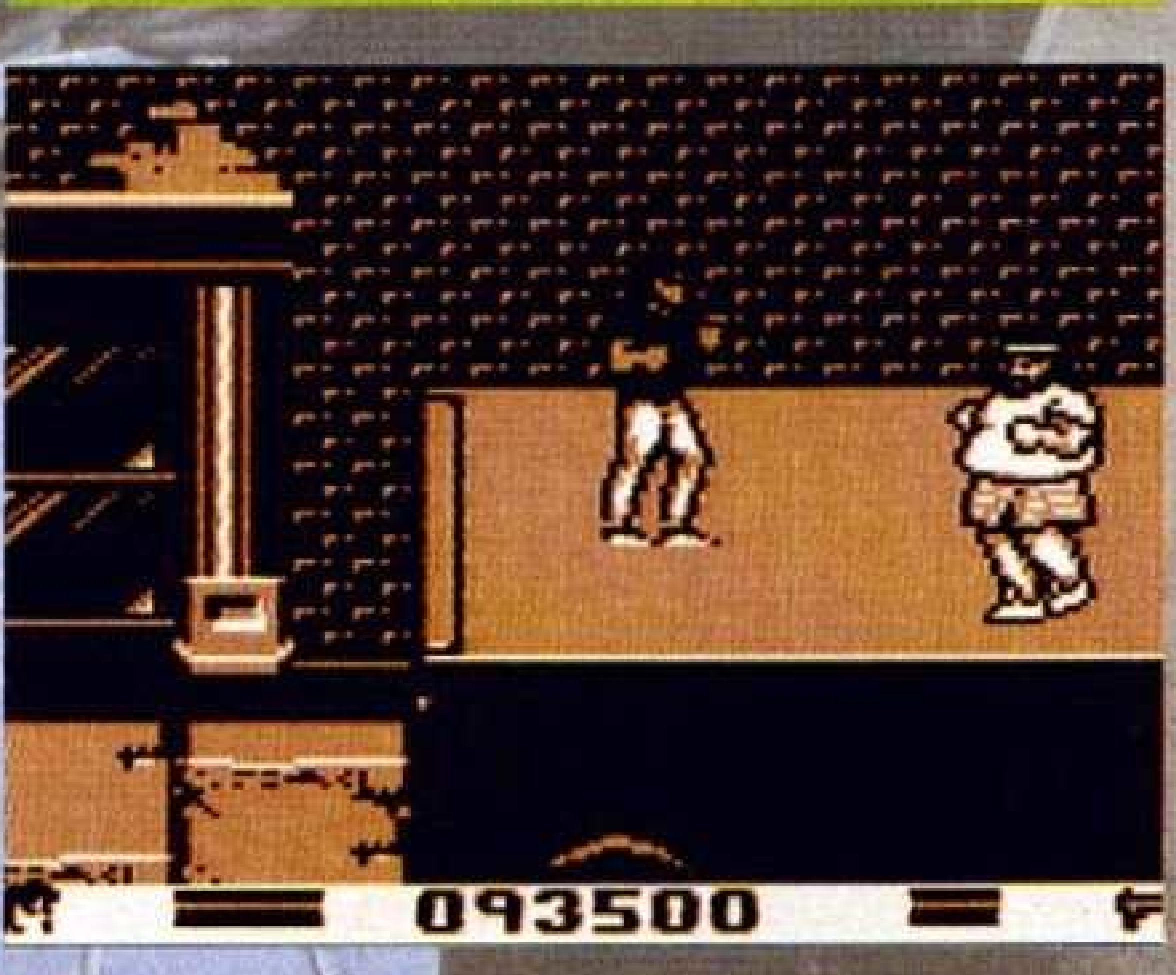
▲ Spray the grey in this excellent film-based adventure.





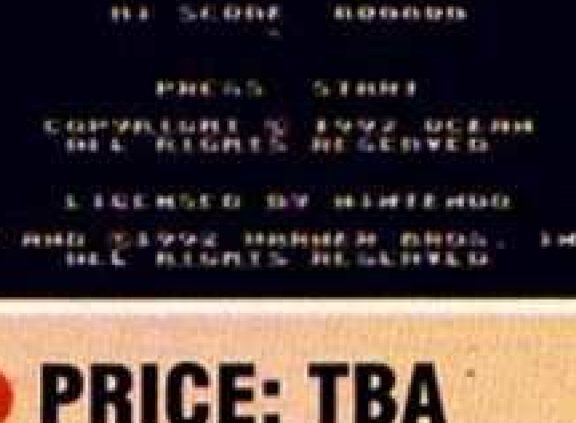


▲ Thrill as you guide Riggs and Murtaugh through level after level of deadly park fighting and desert combat scenes!



▲ Riggs listens patiently as Andre Agassi informs him of the perils of maintaining a cream cake diet.

GAME FAX



- **PRICE: TBA**
- **BY: OCEAN**
- **PLAYERS :2**
- **NES MEGS: 2**

G/B MEGS: 1

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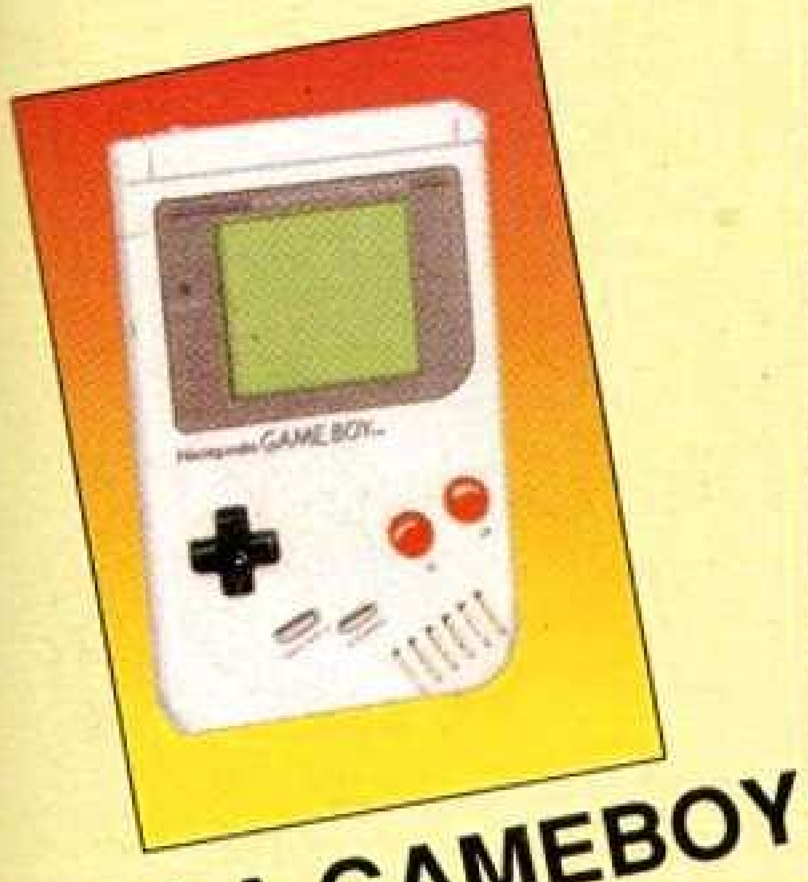

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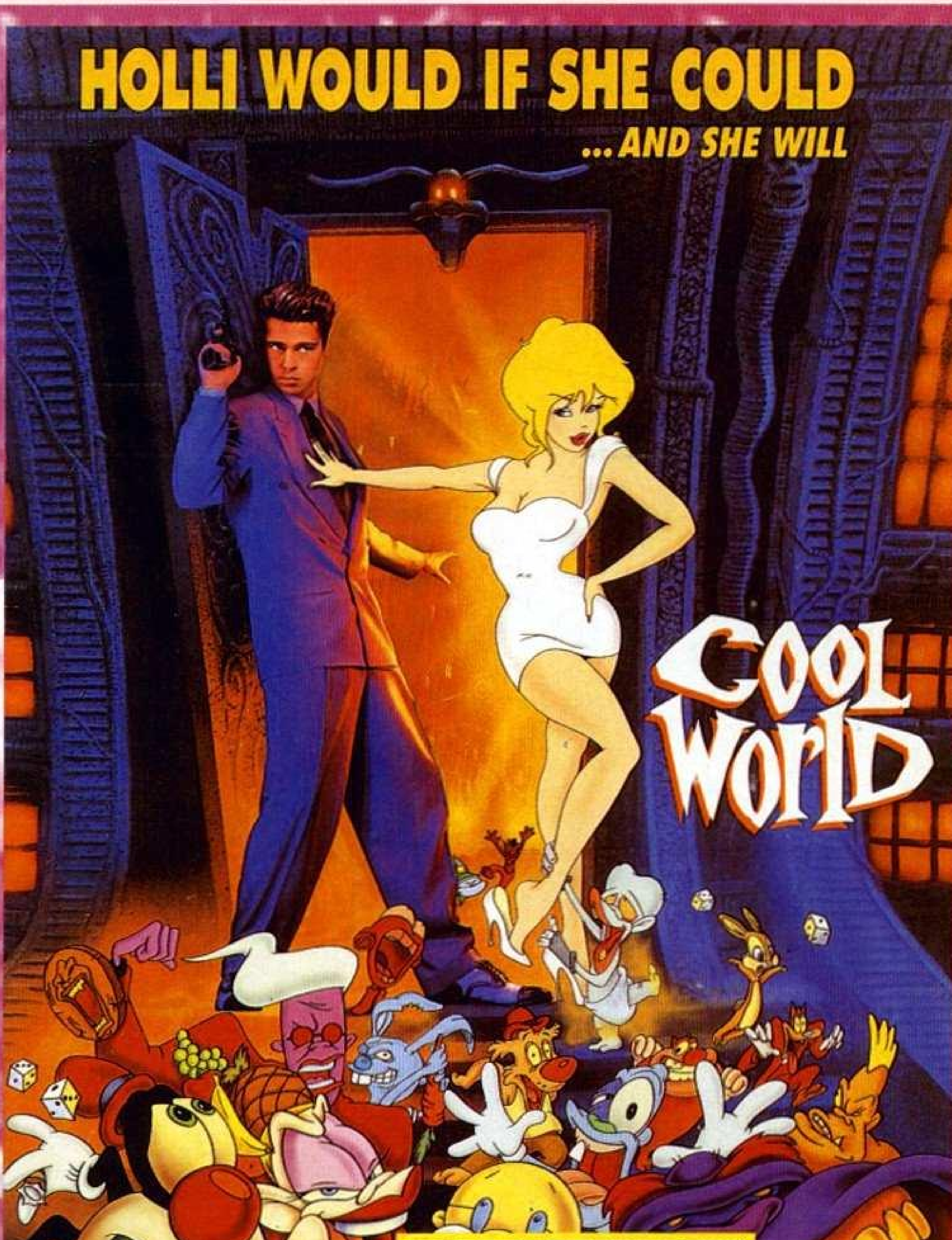
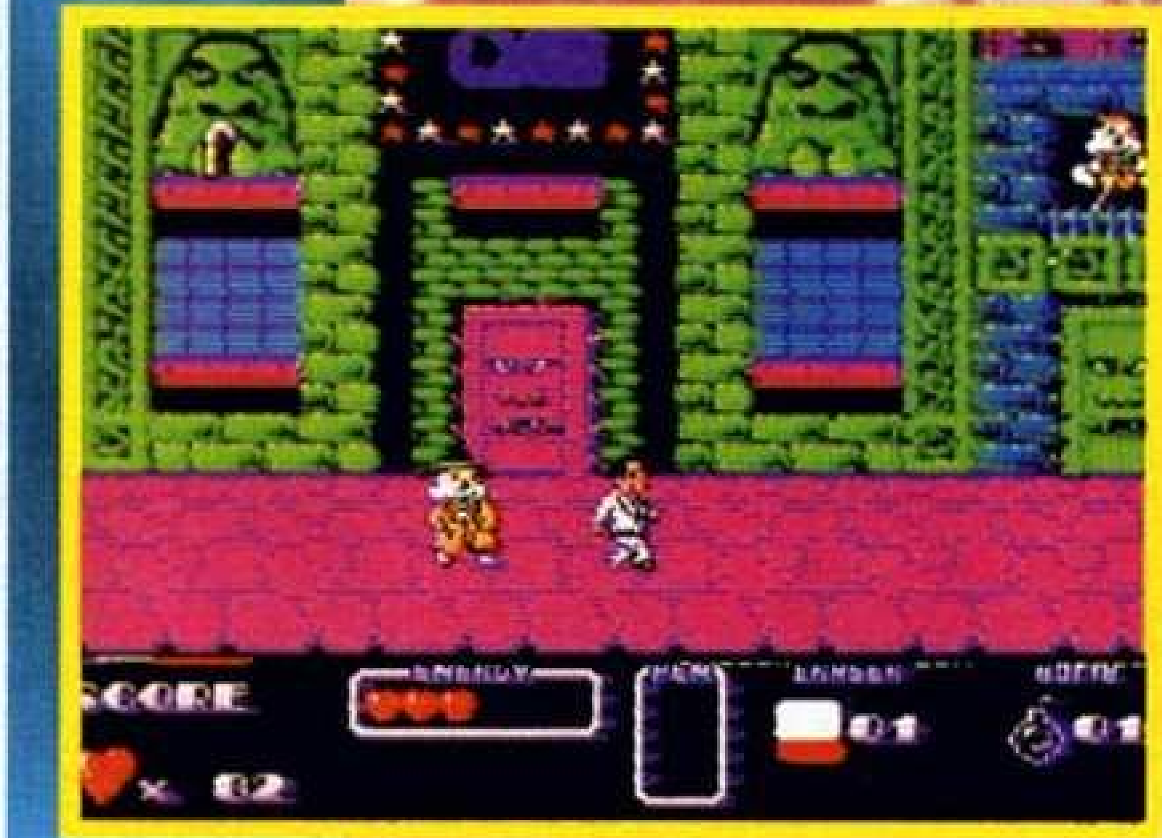
HOLLI WOULD IF SHE COULD

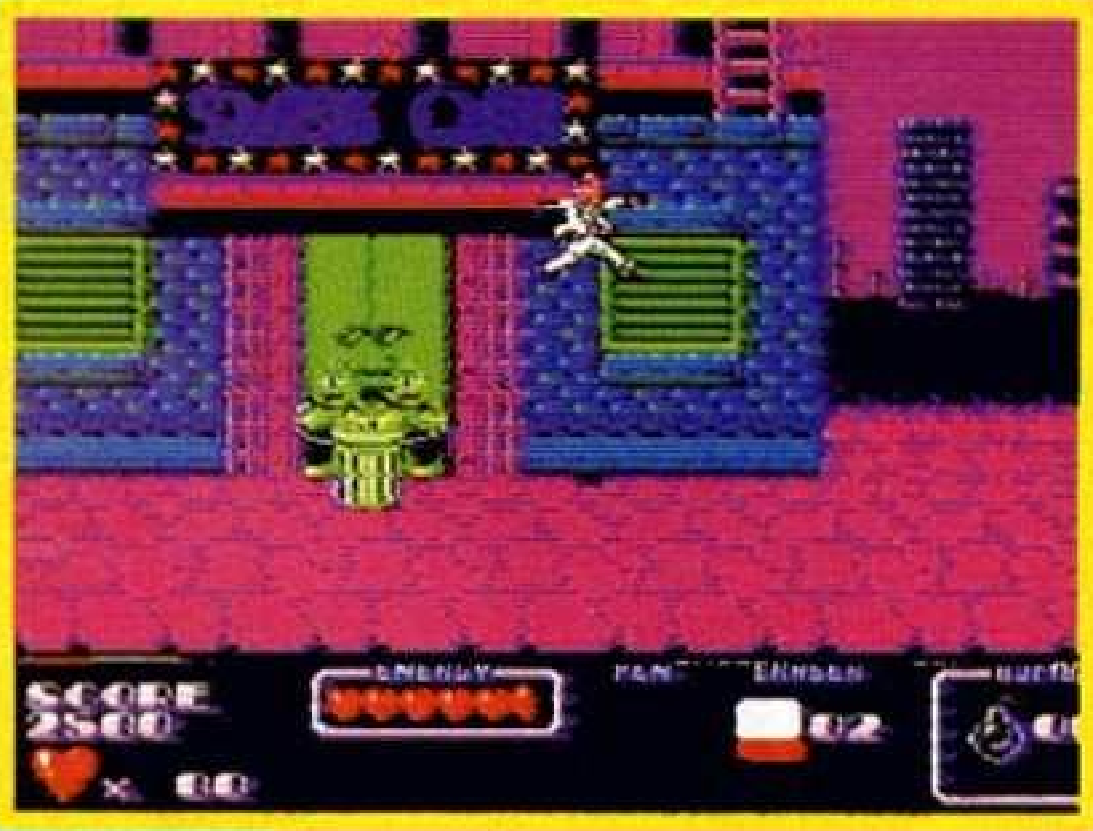
...AND SHE WILL

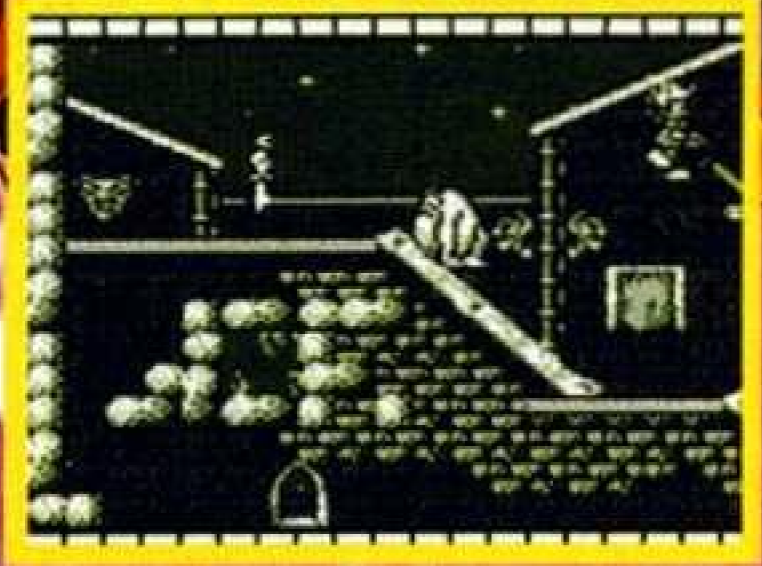
In addition to their Super NES game based on the heavily-slagged film, Ocean are also busy working on NES and Game Boy versions of Cool World. During the development of the Super NES game, Ocean realised they could never squeeze ideas such as Jack Deebs' hammer-like fist into the Game Boy, so each version has been modified to make the most of the system. For instance, the Game Boy game is heavily platform-based, with the player guiding Deebs between Cool World and Earth in an attempt to stop the cartoon characters from bringing too many Earth objects into Cool World and thus upsetting the delicate balance between worlds. Meanwhile, in the NES game, Deebs enters a smaller version of the Super NES world in a scrolling puzzle-based arcade/adventure. Although the game styles between the two versions are significantly different, though, several ideas have made it to both versions - for instance, Deebs is armed with a pen which he uses to suck the ink from the cartoons in order to disable them.

Both the NES and Game Boy games are virtually complete, and NMS will be running full Reviews shortly Stay tuned!



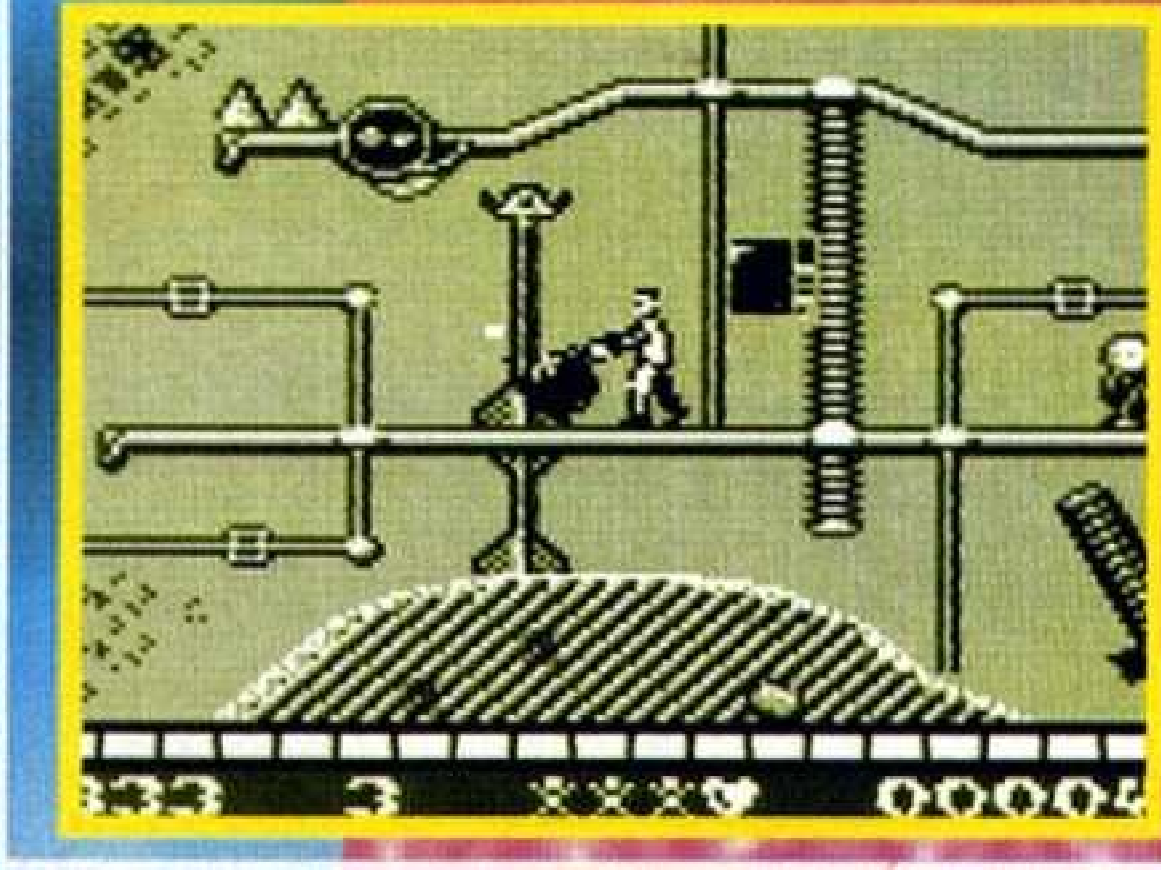


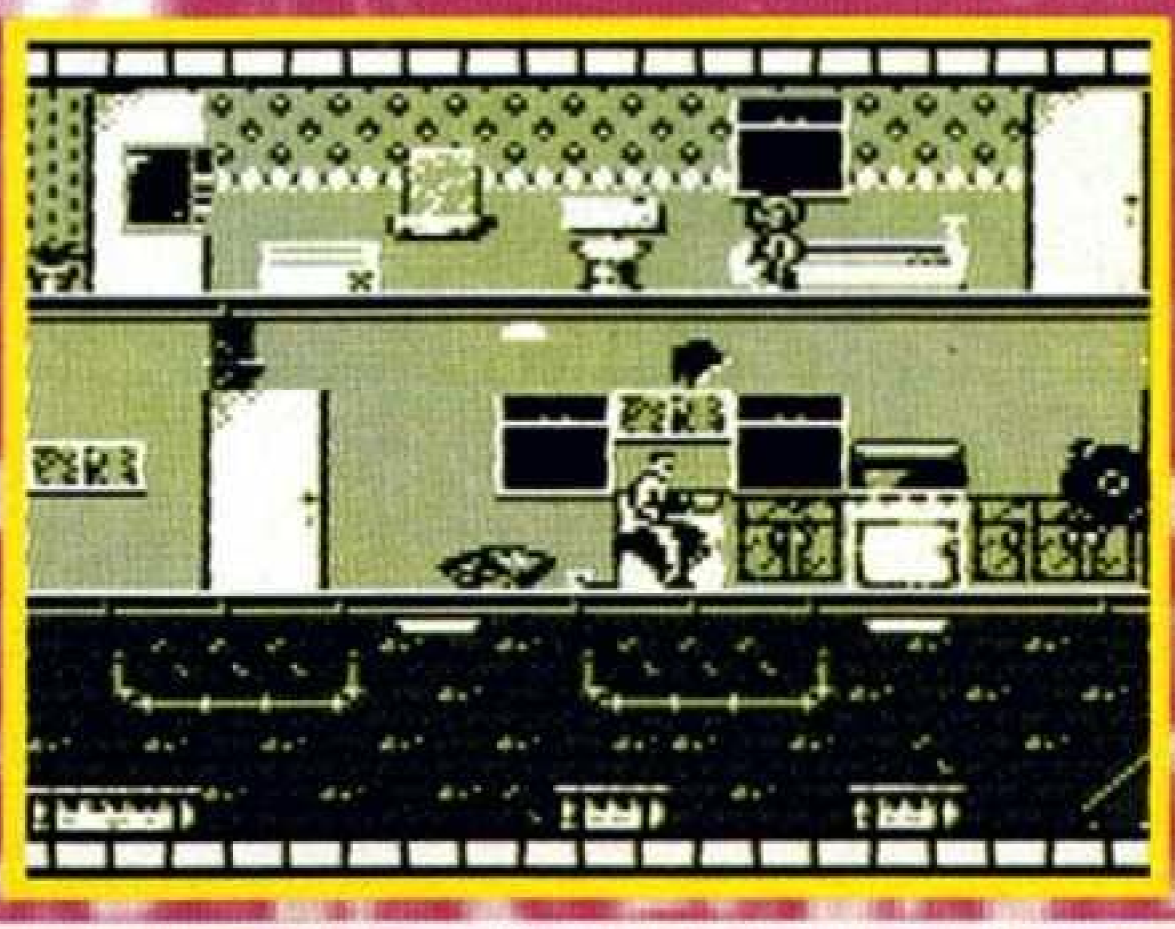




GAME FAX

- PRICE: TBA
- BY: OCEAN
- PLAYERS :1
- MEGS: 4





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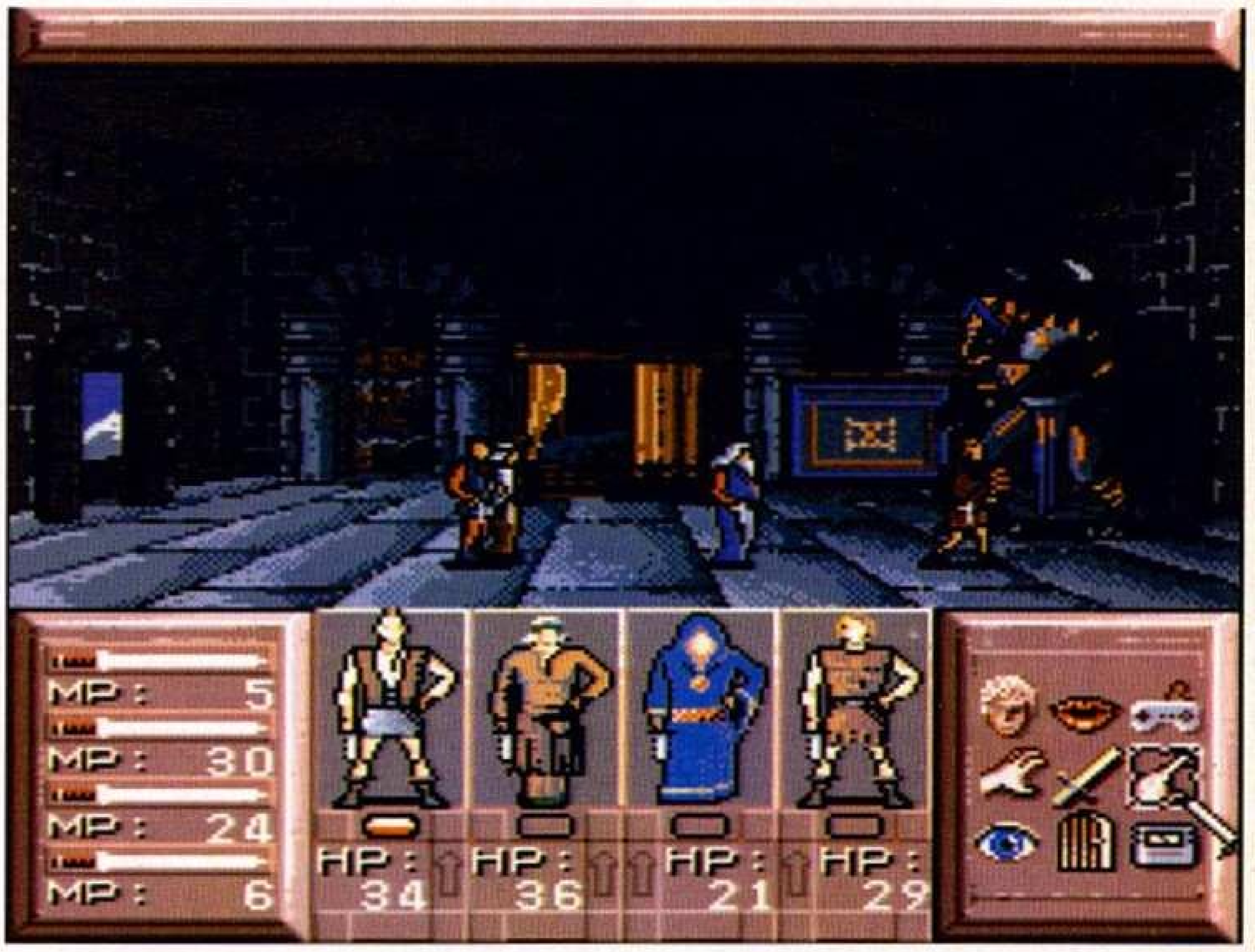
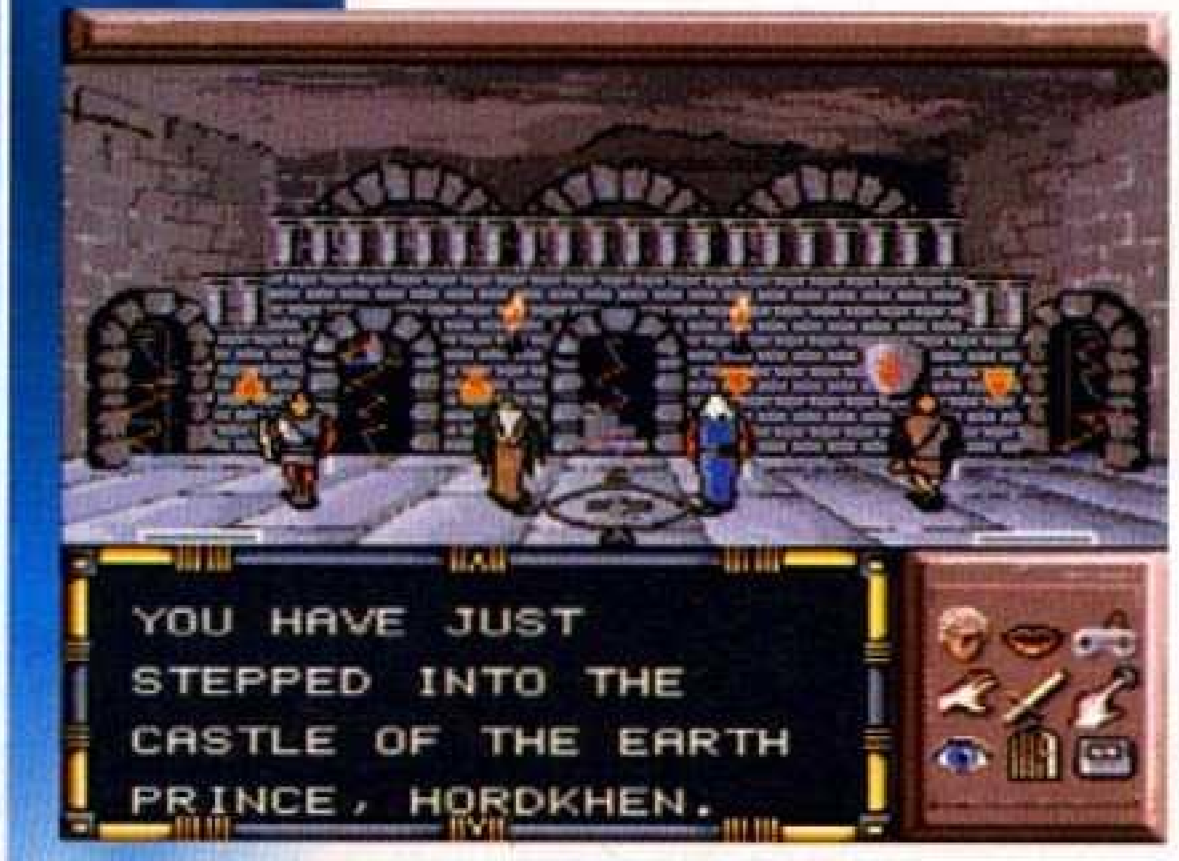
DRA

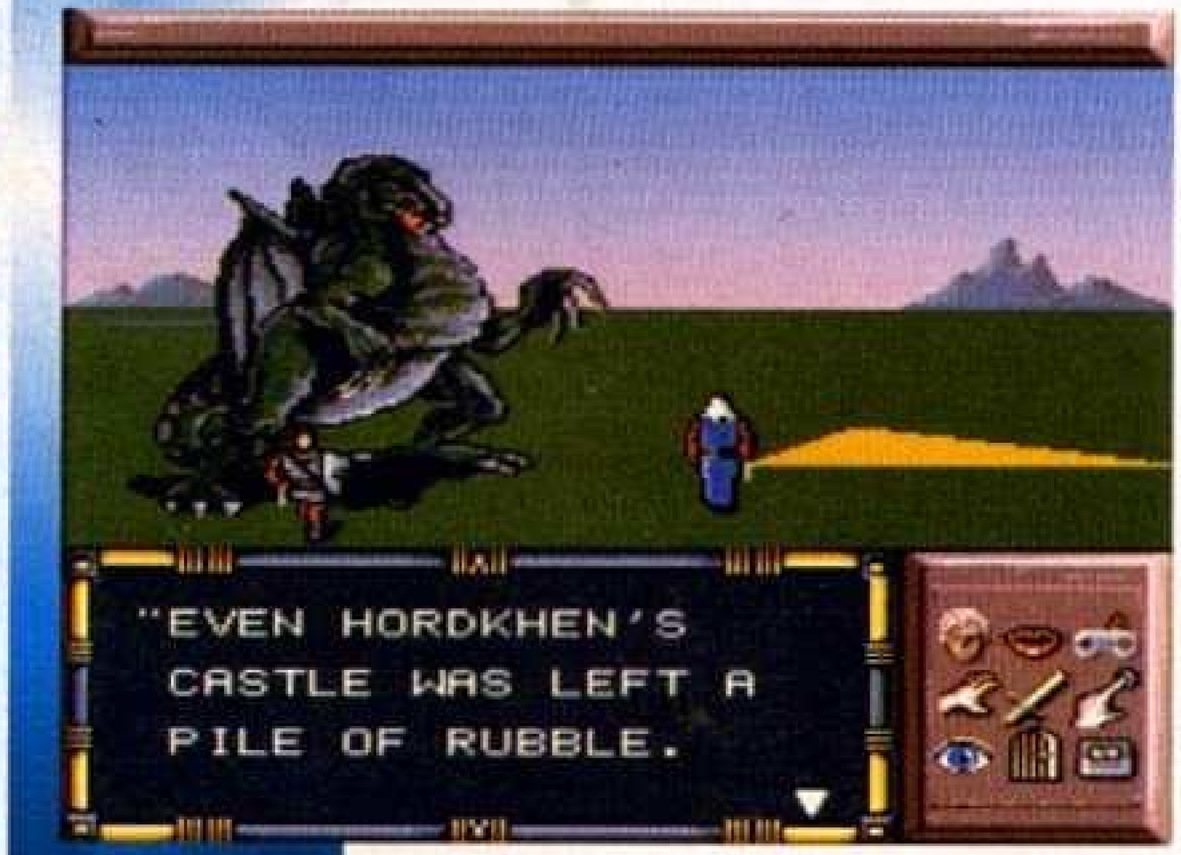
The Super NES has its fair share of every kind of game, except perhaps for RPGs. A move to redress this imbalance is coming soon in the shape of Drahkken from Infogrames. This involved adventure takes you to the Isle of Drahkken, where a monster race are planning the final destruction of mankind.

Stopping them means controlling four different characters, each with their own skill class. You must guide them across the four island zones, making alliances, carrying out tasks, and fighting a lot of monsters. Places of interest worth visiting include the castles of the Drahkken princes, and the mysterious shrines of the priests of Anak. They do a nifty line in resurrection at no extra charge.

Drahkken was originally programmed for the Amiga, and was quite a success a couple of years ago. The convertors for the Super NES are Kemco, who have produced a real variety of games like Top Gear and Phalanx, and now Drohkken. How will it fare the rigorous NMS Review treatment? Unfortunately we weren't able to cram the full works into this issue, so tune in next month and you surely will find out!

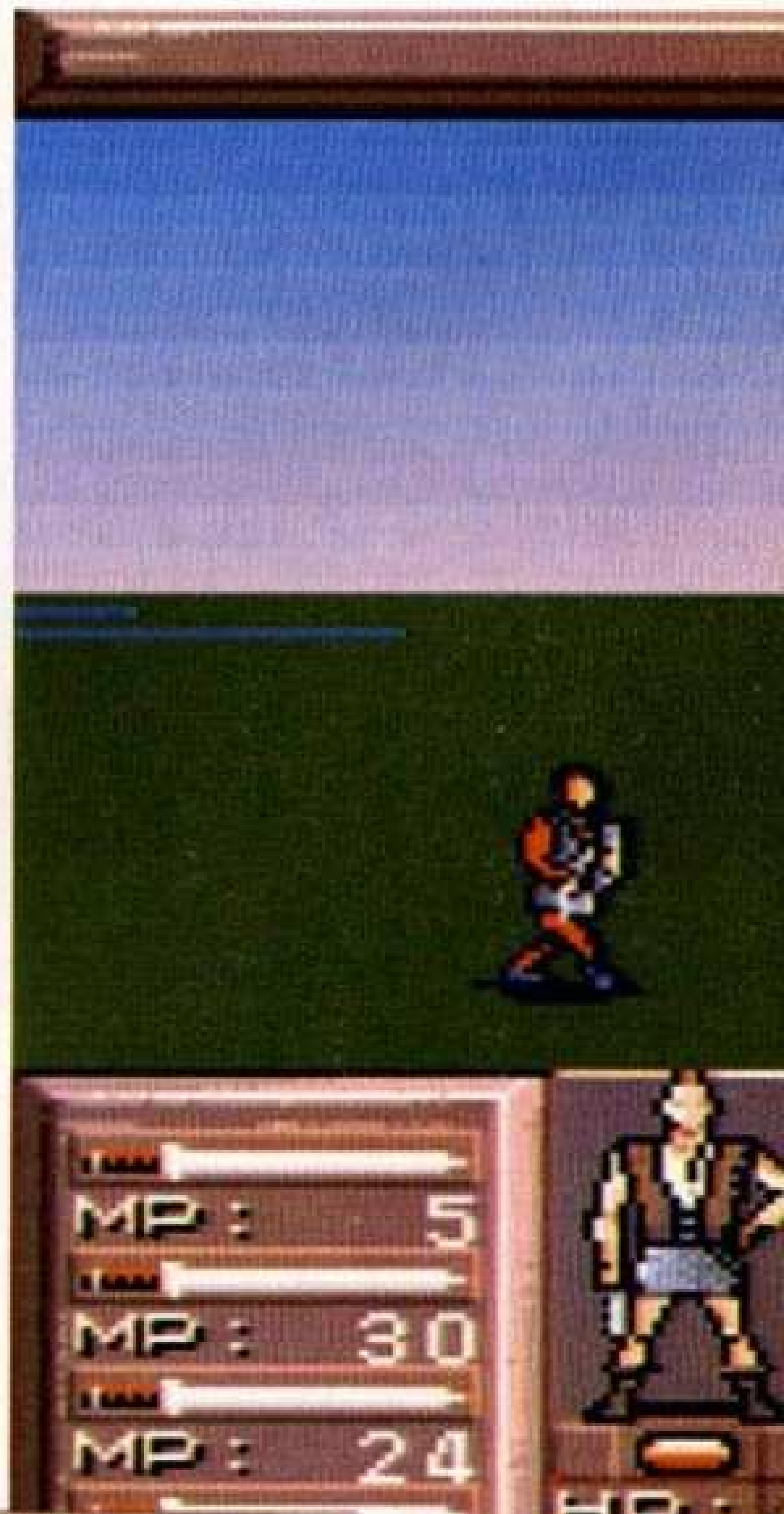



YOU HAVE JUST STEPPED INTO THE CASTLE OF THE EARTH PRINCE, HORDKHEN.


"EVEN HORDKHEN'S CASTLE WAS LEFT A PILE OF RUBBLE.

NEW VIEW

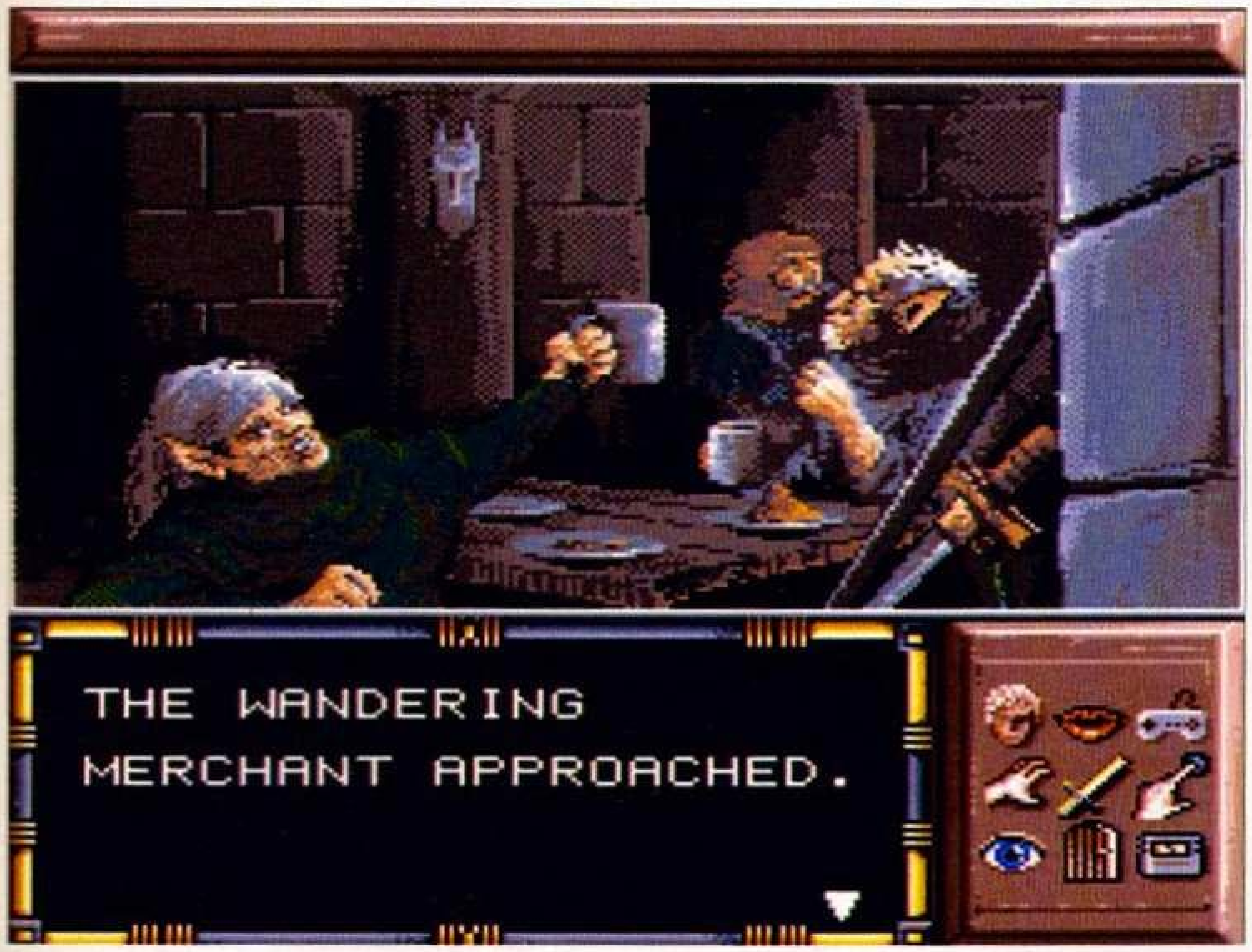
One Drahkken feature of note is the use of Mode 7 to create an outside environment. With your characters out of view you're able to move round the island from a 'driver's eye' viewpoint in fast 3-D. To enhance the natural look, the outside landscape cycles through bright daylight to starry night, with spectacular sunsrises and sets in between. As you'd expect, travelling at night is a risky prospect!



GAME FAX

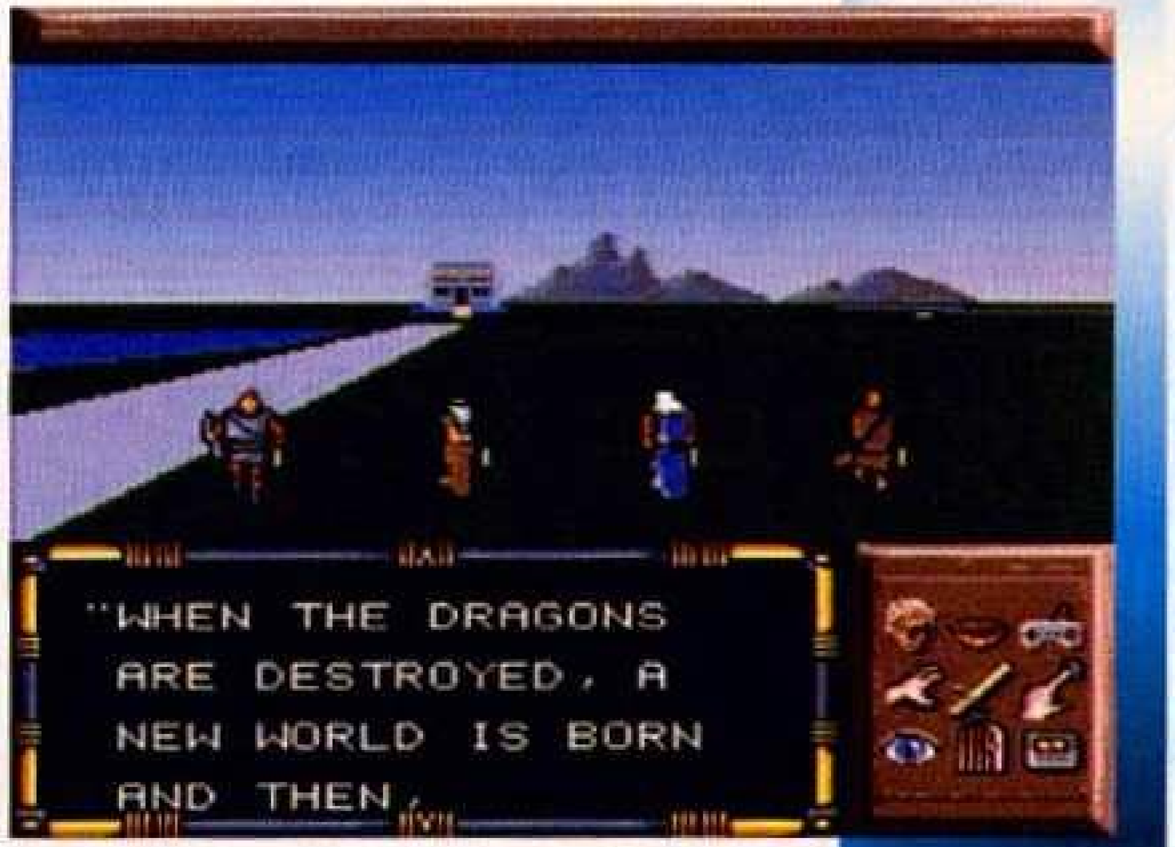
- PRICE: £44.99
- BY: INFOGRAMMES
- PLAYERS :1
- MEGS: 8

KKHEN



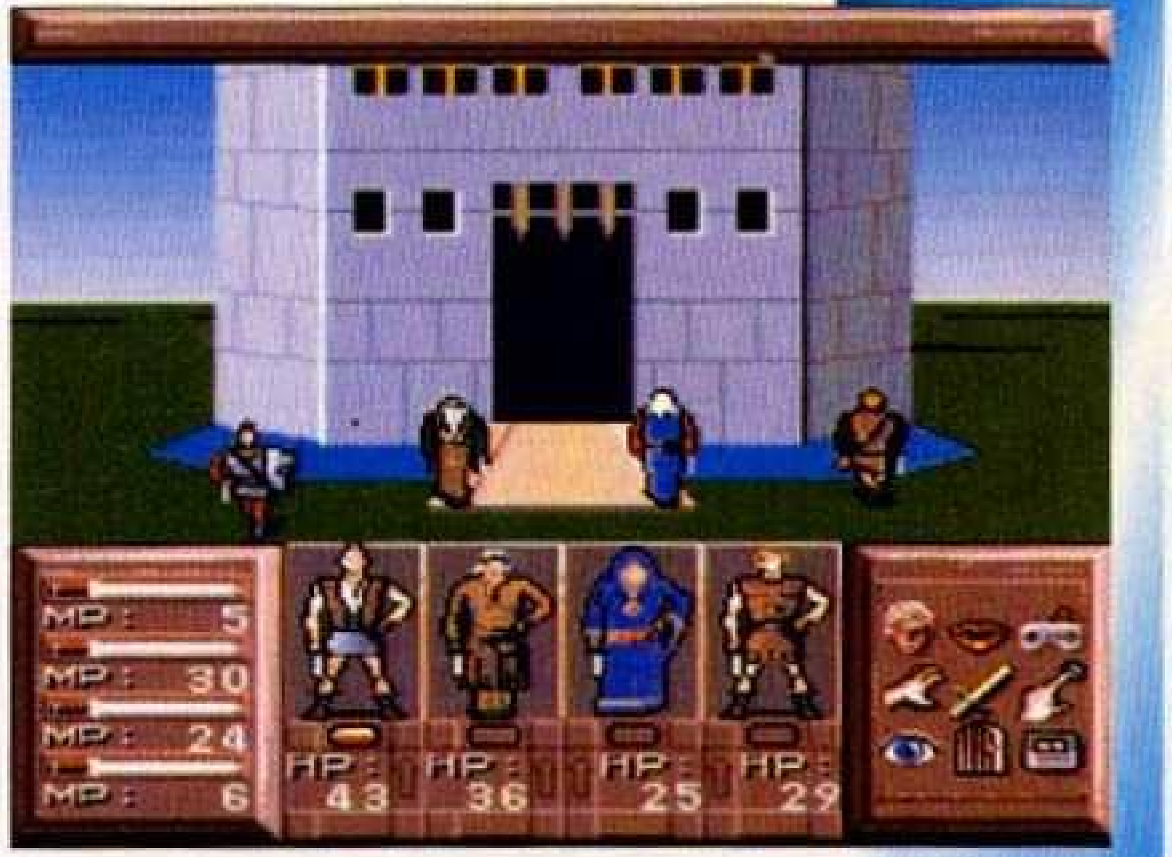
THE WANDERING MERCHANT APPROACHED.

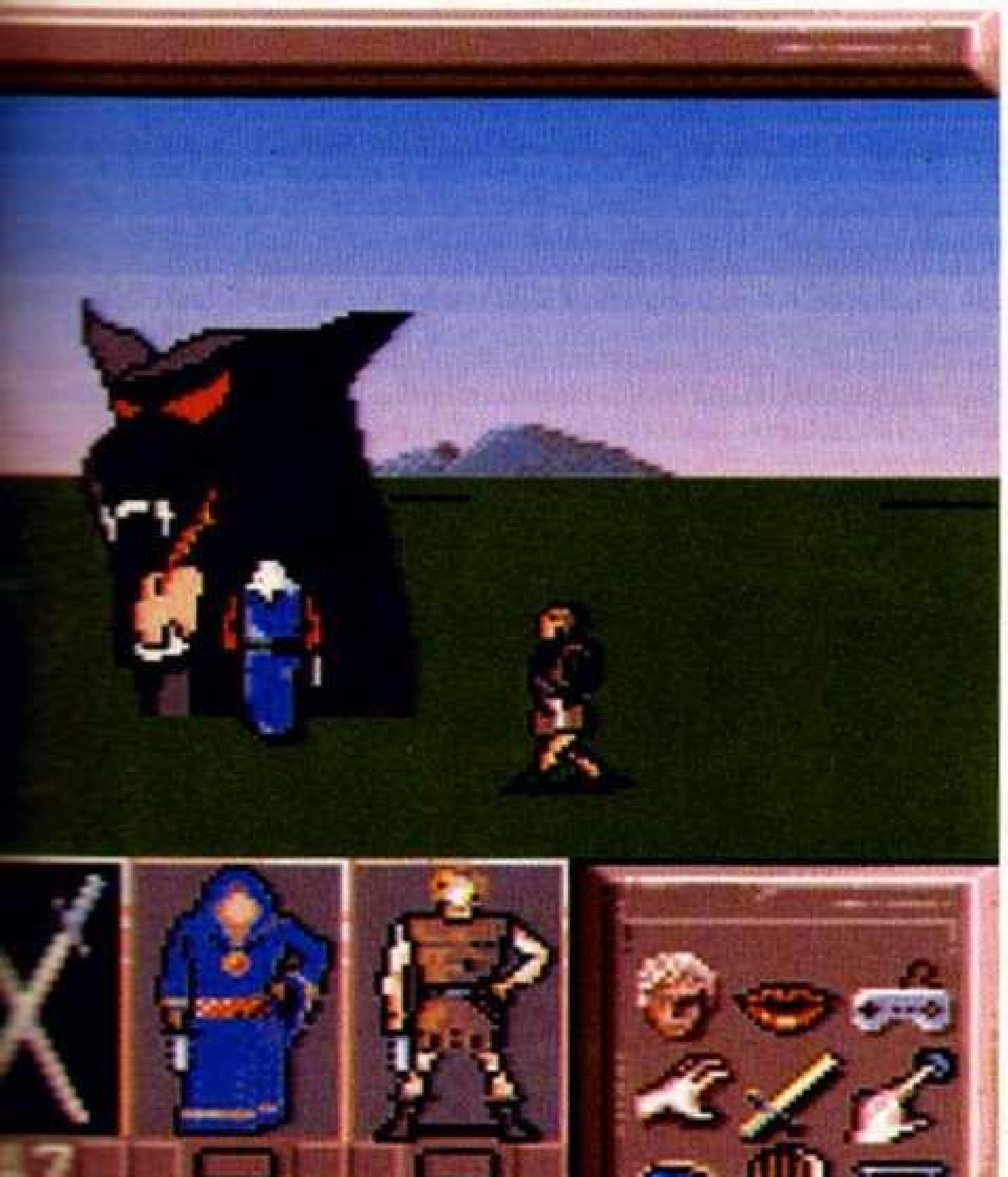
▲ Interaction with any characters the party meets is effected via a series of simple-to-use icons.



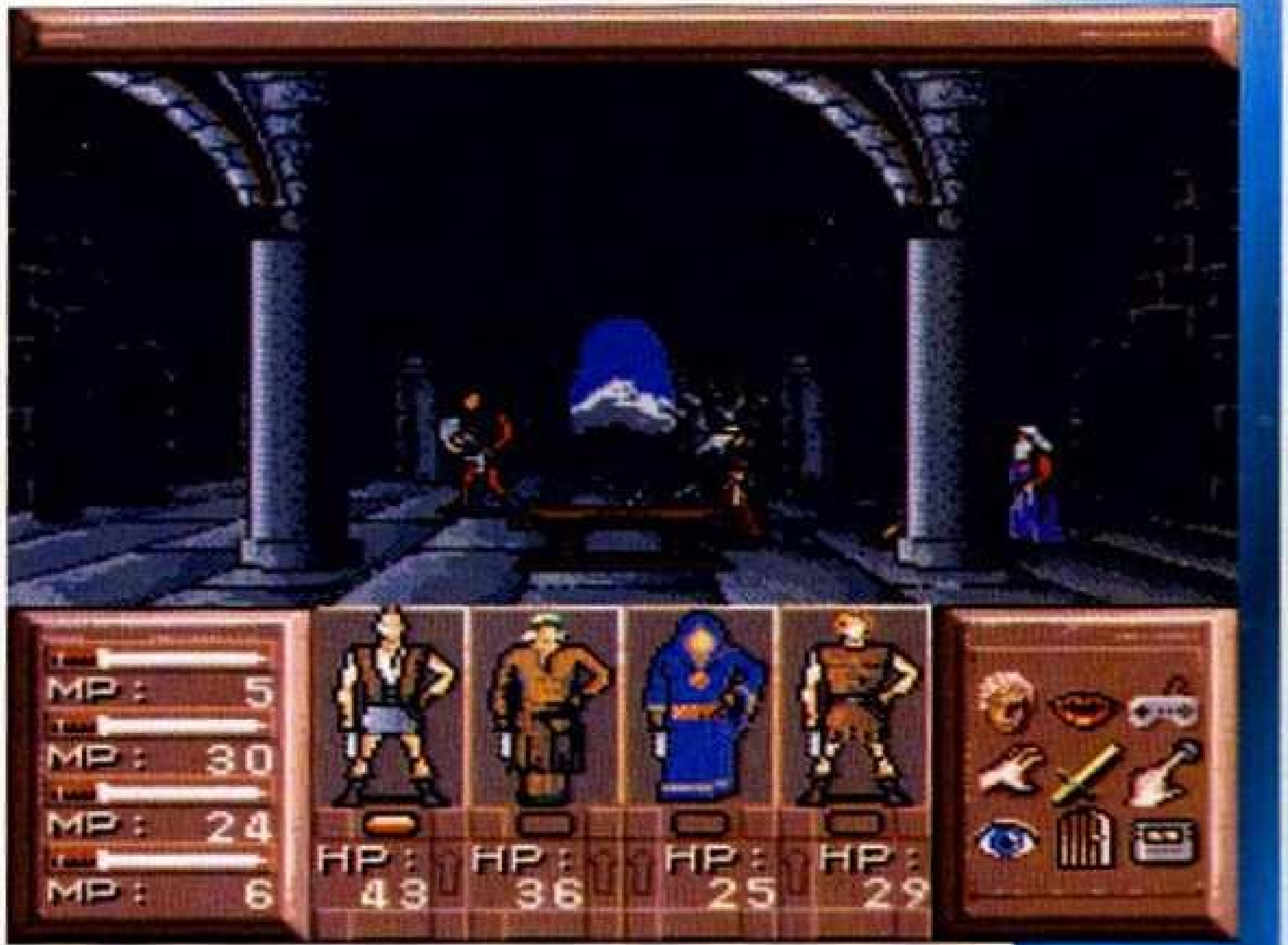
"WHEN THE DRAGONS ARE DESTROYED, A NEW WORLD IS BORN AND THEN,

▲ Mode 7 is used to full effect to ensure that the 3D section is updated quickly and smoothly.


MP: 5
MP: 30
MP: 24
MP: 6
HP: 43
HP: 36
HP: 25
HP: 29



▲ In the midst of a 3D wilderness, the three remaining adventures encounter a vicious Rottweiler head(!).


MP: 5
MP: 30
MP: 24
MP: 6
HP: 43
HP: 36
HP: 25
HP: 29

▲ On entering the game's many buildings, the action switches to a more conventional side-on view with the players moving in and out the many doors.

THE OFFICIAL TOP 10 Nintendo® MAGAZINE SYSTEM CHARTS

Yes indeedy, pop pickers, 'Fluff' Freeman may have retired, but his spirit lives on in the NMS officia charts. Are you ready to get to grips with the best games for your system. Not 'alf...

GAME BOY

1 SUPER MARIO LAND II (2)

2 SUPER MARIO LAND (1)

3 KIRBYS DREAMLAND (NE)

4 LOONEY TUNES (NE)

5 BATTLETOADS (NE)

6 PARODIUS (NE)

7 ADDAMS FAMILY (8)

8 BATMAN 2 (10)

9 CHESSMASTER (NE)

10 HOME ALONE (NE)

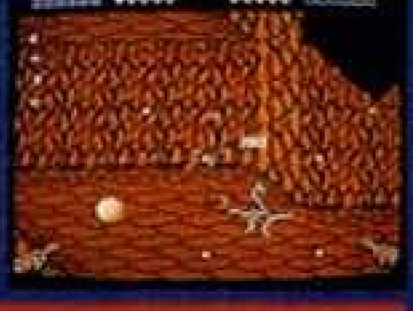
NES

1 SUPER MARIO BROS 3 (2)

2 PROBOTECTOR II (NE)

3 TINY TOON ADVENTUERS (4)

4 BATTLETOADS (3)



5 TAILSPIN (6)

6 MEGAMAN (NE)

7 LEMMINGS (NE)

8 TOM AND JERRY (7)

9 WWF (5)

10 THE SIMPSONS (8)

SNES

1

STREET FIGHTER II (non mover)

Ryu, Ken, and Chun-Li show no sign of leaving the top of the pops, number one spot, and Christmas sales should keep them there for the next couple of months. This absolutely fist-tastic thumpathon deserves all the credit it gets, and is still THE best arcade conversion to grace the Super NES. Let's rock...

2

SUPER MARIO KART (NE)

Faster than a DJ's speeding helicopter, Mario Kart makes its anticipated debut in the Super NES chart - racing past the pack to the heady heights of number two. Quite simply the best racing game available, Super Mario Kart is a cross between F-Zero and that age-old favourite, Pitstop II - and combines the best elements of both. Now let's move swiftly on to nombre trois...

3

ZELDA III (NE)

Link's best adventure to date is also picking up votes from all you cart-a-holics. It's not 'alf a goody, too, folks and is simply the ultimate in Super NES RPGs. It's big, it's colourful, and it'll last longer than Fluff's radio show. Corking stuff.

4

ANOTHER WORLD (NE)

Interplay's stunning arcade/adventure is here at last and has cut a swathe through the chart's hardy perennials of The Addams Family and Lemmings to nestle in cosily at number four. Lester's adventures are extremely good - if a little short-lived - and should have a safe place in the chart for a month or two.

5

SUPERMARIO PAINT (NE)

Me old, old mucker, Mario, makes his third entry to the chart - this time he's brought his paint set along! Armed with the mouse that is bundled with this pack, the user is invited to paint pictures, create sound to go with them, and even animate the final results. Although a little limited, Mario Paint is aimed at younger users and should prove entertaining enough for your average youngster - eh, kids?

6 (2) **PILOT WINGS**

7 (NE) **PRINCE OF PERSIA**

8 (NE) **SUPER PROBOTECTOR**

9 (5) **F-ZERO**

10 (3) **SIM CITY**

NINTENDO MAGAZINE SYSTEM
GAME INDEX

This is the NINTENDO MAGAZINE SYSTEM Game Index. Each month, you'll find a comprehensive guide to just about every game available for each Nintendo system, be it Game Boy, Super NES or NES. Each month we'll be updating the Game Index, adding in every game released. If ever you want the impartial lowdown to any Nintendo game, you know where to come!

8-BIT NES

ADDAMS FAMILY

Quite a jolly little platform game, but the problem is that it offers very little in the way of new or exciting ideas. There are plenty of games of this ilk, so shop around before making a purchasing decision.

OVERALL 71%

ADVENTURE ISLAND II

The NES answer to Wonderboy, Adventure Island II is a jolly, but ultimately unrewarding scrolling arcade platform game in which you guide the hero across a variety of hazard-packed landscapes.

OVERALL 71%

ADVENTURES OF LOLO

Intriguing puzzle game which certainly packs a challenge but doesn't feature much in the way of action and variety. Definitely one for those who like the pace of their games sedate.

OVERALL 74%

AIRWOLF

Take control of Stringfellow Hawke's as-seen-on-TV attack helicopter, and zip around the skies, trashing airborne enemies. There's not a great deal to this game, but the graphics and sound are okay and the gameplay, though not particularly original, should prove enjoyable for fans of the TV show.

OVERALL 75%

BAD DUDES

Hopeless conversion of the beat 'em up coin-op better known in this country as Dragon Ninja. Dreadfully flickery graphics and a low challenge level hammer the nails into this one's coffin.

OVERALL 39%

BALLOON FIGHT

The aim of Balloon Fight is simplicity itself! Boasting gameplay similar to the classic Joust arcade game, it's your job to fly around the screen descending on enemy sprites and bursting their balloons, while guarding your own from attack. Even though there's simultaneous two-player action, it all grow dull very quickly.

OVERALL 74%

BATMAN

The Joker is causing trouble in Gotham City, and there's only one body-stocking wearer who is superhero enough to stop him - the Batman. There are 20 platform levels to beat, and though the initial difficulty level is set quite high, the gameplay is addictive enough to keep you coming back. All in all, a first class game.

OVERALL 92%

BATMAN II: RETURN OF THE JOKER

Superb-looking and great-sounding platform game which completely fails to offer anything new and so renders itself redundant in the face of classics like Super Mario 3 and the Megaman series.

OVERALL 78%

BATTLE OF OLYMPUS

Run around the horizontally scrolling levels that are Ancient Greece, solving various puzzles and beating up mythological beasts in this worthwhile RPG. The only gripe we have with this is that it's a bit lacking in the action department, making Zelda II the definite RPG to go for.

OVERALL 79%

BATTLETOADS

Join Rash, Zitz and Pimple - the Battletoads! These dudes are out to smash the evil Dark Queen over a number of beat 'em up and shoot 'em up levels. Battletoads is a truly outstanding piece of software, with brilliant graphics, stomping sounds and ultra-addictive gameplay. Rare come up trumps AGAIN with another essential Nintendo game!

OVERALL 91%

BASEBALL

One of the most popular sports of the United States hits the NES! All of the fun and excitement of Baseball is here, but unfortunately, Nintendo Baseball has a number of faults in the gameplay department. The actual pace of the game is relatively slow and a tad unresponsive. The graphics are cack too. Not recommended.

OVERALL 60%

BAYOU BILLY

Unusual mix of game types which also features a light gun sequence as you drive, run and shoot your way through a variety of different screens. Fun, but not an essential purchase.

OVERALL 79%

BIONIC COMMANDO

Super Joe Crack, the star of Commando (Capcom's old coin-op hit) has been captured behind enemy lines, and only the Bionic Commando can save him by fighting through many platform and shoot 'em up levels. This game actually has levels that weren't in the coin-op, but the high difficulty level could put some players off.

OVERALL 81%

BLACK MANTA

A mysterious bunch of criminals maladepts have kidnapped a load of kids for some reason, and your mission in this game is to take on the mantle of the Black Manta and dust some monkey ass! The gameplay is varied and fun, but the graphics just really aren't up to scratch.

OVERALL 80%

BLADES OF STEEL

Don't be misled by the title - this is an Ice Hockey simulation with a mini beat 'em up included when things get rough on the pitch! Multiple skill levels and different options keep things interesting for solo players, but the excitement is at maximum with two players at the controls. Overall an excellent sports game.

OVERALL 85%

BLASTER MASTER

Scrolling mazes and scrolling shoot 'em up skylarking meet head on in this completely fabulous cart. Your best friend (that happens to be a toad) has fallen down a big hole, so you've decided to follow him in a quest into the unknown. Blaster Master has loads of different levels to explore, along with highly addictive action, making for yet another essential Nintendo purchase!

OVERALL 91%

BLUES BROTHERS

Grotty platform game in which you guide the Brothers around the landscape avoiding things. It's boring, inane and the graphics aren't much cop.

OVERALL 40%

BLUE SHADOW

Excellent platform game with Ninja combat-style overtones. Great graphics and plenty of action make this one that combat fans should look out for.

OVERALL 88%

BOULDERDASH

Join the little miner known as Rockford who's stumbled on a number of diamond-crammed, scrolling mine shafts. He needs your help to negotiate these dangerous stages, collecting diamonds and dodging falling rocks. Boulderdash is a fab, taxing and original game that's destined to become a Nintendo classic.

OVERALL 90%

A BOY AND HIS BLOB

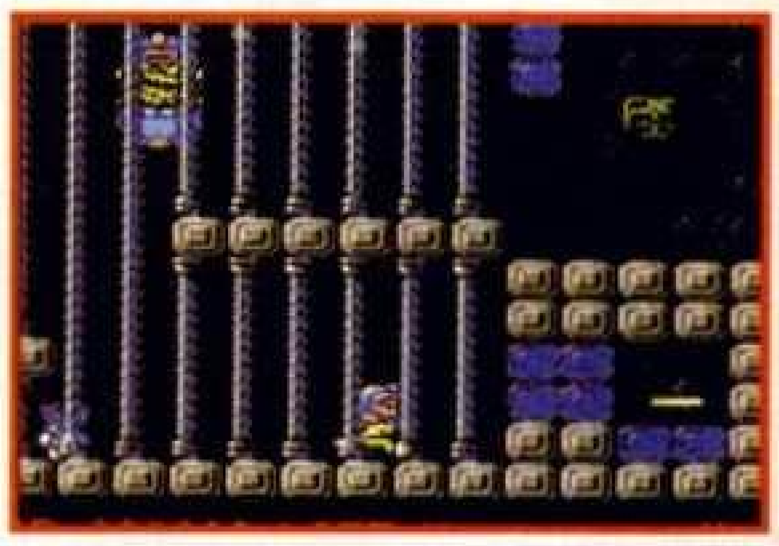
You're the boy whose blob-like pal can change into a number of interesting shapes and objects just by feeding him jellybeans (!). This comes in handy for solving the many platform-related puzzles that face the boy as he attempts to save blob-kind from an evil dictator. Fast, fun, original and taxing, A Boy And His Blob is skill!

OVERALL 91%

BUBBLE BOBBLE

Bub and Bob, the bubble-blowing dinosaurs are trapped in 100 meanie-filled platform levels. Luckily, the lads can neutralise the beasts by capturing them in bubbles then popping them to turn them into fruity bonus points! The graphics are a bit flickery, but the skill gameplay mores than makes up for it. A superb coin-op conversion.

OVERALL 89%



BUCKY O' HARE

NEW

Poor old Bucky, for his game is a sad case of mediocre everything in the way of platform/shoot em ups everwhere. When you consider the massive range of similar titles available for Nintendo's wonder machine this isn't a tempting enough carrot, or lettuce for that matter, to warrant purchase.

OVERALL 72%

BUGS BUNNY'S BIRTHDAY BLOW-OUT

The 50-year-old cartoon rabbit crops up on the NES in a game where he collects tons of carrots and traverses platform levels in order to reach his birthday blow-out. This game has all the Loony Tunes villains, but unfortunately the childish graphics, jerky scrolling and simplistic gameplay do this game no favours.

OVERALL 35%

BURAI FIGHTER

It's time to jet off into deep space and face those evil aliens on their home grounds. This horizontally scrolling shoot 'em up is a good challenge, with plenty of destruction to spice up the gameplay. It could prove a bit hard for novice players, although the majority of you should find this to be a decent blaster well worth considering.

OVERALL 79%

CALIFORNIA GAMES

Make the stars of Beverly Hills 90210 look like anorak-clad trainspotters by taking part in the California Games. Half Pipe, BMX (!), Flying Disk, Footbag, Surfing and Roller Skating are the events included in this skillful Nintendo package. Great to play with friends, California Games is an essential buy.

OVERALL 91%

NINTENDO MAGAZINE SYSTEM
GAME INDEX

CAPTAIN PLANET

Don the daunting mantle of the environmental saviour of the world, as he battles to save the world from environmental pollution, while rescuing a few seals and elephants into the bargain. The sub-levels of this game are a mixed bag. The shoot 'em up levels are far to difficult while the scrolling exploration bits are a doddle. The package as a whole is unremarkable.

OVERALL 56%

CAPTAIN SKYHAWK

Join the eponymous Captain as he flies around vertically scrolling shooting levels and Afterburner-style stages. This is another skillful Rare game that should appeal to blasting fans, although shoot 'em up experts may find it a tad easy.

OVERALL 90%

CASTLEVANIA

Simon Belmont is on the trail of Count Dracula. The game itself takes the form of a vast platform adventure set inside Drac's castle which Simon explores, punishing any undead types with his trusty whip. The audio-visuals aren't stunning, but the action is absorbing for a long while. Try out the sequel first though.

OVERALL 80%

CLU-CLU LAND

One of Nintendo's early efforts, Clu-Clu Land is a sort of PacMan clone set in grids of dots. However, unlike in PacMan, the idea in Clu-Clu Land is to direct your fish (?) between the dots, and thus reveal lines which make up a sort of Cubist join-the-dots picture. The simplistic gameplay is fun, but soon grows quite boring.

OVERALL 62%

COBRA TRIANGLE

Take the wheel of your speedboat and race your way through 25 races of isometric 3D scrolling fun, each with a different challenge. Cobra Triangle has it all. Great graphics, decent sound, but above all amazing playability. Another classic from Rare that deserves to end up in your collection.

OVERALL 94%

CRACKOUT

Utterly dire Breakout clone which features screens and screens of tedious bat 'n' ball "action". The graphics and sound are both poor, but it's the utterly boring gameplay makes this one to avoid at all costs.

OVERALL 21%

DAYS OF THUNDER

Jump into your NASCAR racer and burn around a series of tracks with no right turns whatsoever in this NES conversion of the embarrassingly awful Tom Cruise movie. The graphics are okay but there's no real variety in them at all. The game itself is slow, tedious, annoying and frustrating.

OVERALL 39%

DEFENDER OF THE CROWN

Take a time warp to mediaeval England and attempt to become king by taking over various territories in this strategy game with arcade sub-levels. The problem here is that the strategy game isn't involving enough and the arcade bits just don't cut the mustard at all. Leave this on the shelf in the software shop, where it belongs.

OVERALL 59%

DEFENDERS OF DYNATRON CITY
NEW

What a weird and wonderful game this license could have made. Sadly the reality is the complete opposite: A dreadfully dull half shopping spree/half shoot em up making a mockery of characters that, however foolish, didn't deserve this treatment.

OVERALL 36%

DIGGER T ROCK

At first glance, this game looks like being a thinly disguised Boulder Dash clone, but on closer examination it turns out to be an action-packed arcade puzzler that's highly recommended. Excellent graphics and swingsome sound are the icing on the cake.

OVERALL 89%

DONKEY KONG

Oh no! Mario's girlfriend has been kidnapped by a crazed gorilla! It's up to the Italian plumber to conquer four different levels of platform action. Donkey Kong isn't a bad coin-op conversion, but the original itself is years old and four screens of arcade action simply isn't enough to warrant the price tag.

OVERALL 45%

DONKEY KONG JUNIOR

Donkey Kong Junior's out to rescue his Dad from Mario's clutches in another four-screen platform romp, this time set in the jungle. Just like it's predecessor, Donkey Kong Jnr isn't a bad conversion with a bit more variety than the original game. Unfortunately, Four screens' worth of action just isn't enough to give the player value for money.

OVERALL 46%

DOUBLE DRAGON

Your girlfriend's been kidnapped by Mr Big - the evil crime boss! It's down to you to kick the excrement of his cronies and then face up to the boss in the final confrontation. This game isn't a bad conversion, but the sequel has superior graphics and gameplay.

OVERALL 75%

DOUBLE DRAGON II

Dear oh dear. Your girlfriend has been gunned down by a revenge-crazed Mr Big. Therefore, it's down to the Double Dragons to go and kick some ass again. This conversion is a lot better than its predecessor, with decent graphics and enjoyable gameplay. Definitely the best Double Dragon game on the Nintendo.

OVERALL 84%

DOUBLE DRAGON III

Acclaim's third Double Dragon game contains all the scrolling beat 'em up mayhem you'd expect, along with more characters to control and larger levels. Unfortunately, the game is just too difficult to be worthwhile and the plodding response time doesn't help matters much either.

OVERALL 65%

DRAGON'S LAIR

Dirk the Daring's darling Daphne has been kidnapped by a big dragon and taken to his lair! Pausing only to grab his daggers, Dirk gives chase by entering the side-on scrolling castle - but many traps and meanies await. Dragon's Lair has excellent graphics, but the remarkably slow, plodding gameplay and unresponsive controls make this one to avoid.

OVERALL 21%

DOUBLE DRIBBLE

Mediocre basketball game which just about supplies enough slamdunking thrills and spills to please ardent basketball fans.

OVERALL 70%

DR MARIO

Mario's back in a Tetris-inspired puzzle game which sees him chucking different proteins into a beaker in order to make all the nasty viruses disappear. This is quite easy to begin with, the action gets meaner as you progress making for a truly exciting test of your reflexes and brain power. One of the best puzzle games for the NES.

OVERALL 88%

DROP ZONE
NEW

This is a real classic! It's a solid blast that owes much of its gameplay to the equally brilliant Defender. You can't get the latter on the NES but you'd be fools to let this one fall through your grasp!

OVERALL 87%

DUCK HUNT

There's not much you can say about this game. Dust off your Zapper gun and plug this cart in and you'll be confronted by wave upon wave of ducks, just waiting to be blown away with your fine Zapper gun. The graphics are quite cute, but just shooting off with your photon firearm isn't fun or varied enough to be worthwhile.

OVERALL 57%

DUCK TALES

Guide Scrooge McDuck through many scrolling platform levels in a bid to save his massive bank balance from a fate worse than Gary Harrod's financial affairs. This game features excellent cartoon graphics and very enjoyable gameplay. Once again, the NES comes up trumps with a skill platform game. Hurrah!

OVERALL 90%

ELITE

Fabulous, sprawling 3D space trading game has literally months of play in it - if you enjoy this sort of thing. A brilliant release that must be looked at.

OVERALL 91%

EXCITEBIKE

Vroom! Get your leathers on and get ready to burn down one of the bumpiest motorcycle race tracks in history! The horizontal track scrolling is very nippy, providing a good feel of speed, but Excitebike's graphics and sound are a bit wobbly. However, these inadequacies only serve to make the whole game more of a laugh! very challenging and well worth a try.

OVERALL 84%

FELIX THE CAT

Felix is cursed with that dreaded platformitis disease and discovers himself as the star of yet another platform game on the NES. Rather than base the game on Felix's original black and white cartoons Hudson have developed the game from the recent feature length film. The game is imaginative and funny but ultimately shortlived as it is very easy.

OVERALL 71%

FESTER'S QUEST

The Addams Family has seen something of a revival lately, and this NES game stars the talented Uncle Fester on a scroll-around quest to save the Earth. The graphics are samey and functional, but the sound is ace with a groovy remix of the Addams Family tune. The gameplay though, verges on the tedious after only a couple of sessions.

OVERALL 58%

FAXANADU

Fairly involved RPG/platform game which certainly offers plenty of depth but doesn't feature much action and excitement. Try it out if you're after something different.

OVERALL 79%

FOUR-PLAYER TENNIS

Great tennis game which, as the title suggests, allows up to four players to simultaneously participate (as long as you have the Four Score adaptor). Well worth checking out if you own such a device.

OVERALL 85%

GALAXY 5000

Speed around nine different isometric 3D tracks in this mega-fast, highly thrilling road race of the future. The graphics and sound are both top-notch, and although the scrolling's jerky you don't notice it in the thick of the action. Simultaneous two-player thrills are the icing on the superlative confection-related item.

OVERALL 91%

GAUNTLET II

Guide your mediaeval character through the hazard-ridden scrolling mazes, dishing out death to the legions of evil minions that attack you. With all the graphics, gameplay, sound and speech of the coin-op, this release is a fab arcade conversion well worth investing in.

OVERALL 90%

GHOSTBUSTERS II

Once again, it's time to bust those ghosts in a series of sub-levels inspired by the spooky, and yet vaguely amusing film. The problem here is that the graphics are a mite cacky, and each mini-level does nothing to recreate the atmosphere of the film on your NES. All in all, a vapid game that's only fun for a very short while.

OVERALL 57%

GHOSTS 'N' GOBLINS

Sir Arthur was enjoying the canoodling company of his Princess when suddenly an evil devil kidnapped her! So he's got to run along scrolling levels, dusting undead sprites in preparation for the final conflict! This conversion boasts limp graphics and sound. The response is dodgy and the gameplay frustrating. Leave this well alone.

OVERALL 55%

GOAL!

The curse that hits NES soccer games claims another victim with the shambling debacle that is Jaleco's Goal! Featuring an ineffective isometric viewpoint, stick-men sprites and extremely annoying action, Goal! is best left alone.

OVERALL 33%

GODZILLA

What could have been a brilliant monster-based game of destruction and mayhem is in fact a ghastly scrolling plodalong which suffers dreadful flicker and frustratingly awkward gameplay.

OVERALL 41%

GOLF

As far as Golf games go, this Nintendo effort offers no surprises. Simply take your golfer around the video course, select your club, judge your shot and try to hole the ball. The graphics and sound aren't exactly spectacular, but this cart offers a very challenging, playable round of golf. Recommended to golfing fans.

OVERALL 76%

GRADIUS

Better known as Nemesis, this horizontally scrolling shoot 'em up has all the power-ups and levels of the ageing coin-op. Gradius is great fun to play and ranks as one the greatest blasts available for the Nintendo along with its sequel, Life Force. If you're an NES laser-death fanatic, seek out Gradius immediately!

OVERALL 90%

GREMLINS II

Take a trip into the scroll-along blasting zone, this time accompanied by those irrepressible Gremlins. Programmed by Sunsoft, this Gremlins-inspired blasting game is packed with decent graphics, awesome sound and top-notch playability. Yet another good example of a Nintendo shoot 'em up.

OVERALL 87%

GUMSHOE

Play a private eye (complete with trilby and trenchcoat) in this platform-based crime buster. Gumshoe has to cross numerous Mario-esque levels to track down the villain of the piece. This Zapper gun game has excellent graphics and some jaunty tunes backing the action, but the simple action grows dull very quickly.

OVERALL 68%

GUNSMOKE

There are some no-good outlaws in town, so you're going to march around the vertically scrolling area blowing away all sorts of mean hombres. The coin-op was pretty mediocre, but this NES conversion is quite good fun. It's getting on a bit though, so blasting fans would do well to check out a more recent shoot 'em up.

OVERALL 69%

HIGH SPEED

Great conversion of the Williams pinball table along similar lines to Pinbot. Worth a look if you're a pinball fan. If not, you might find the action a tad repetitive.

OVERALL 82%

HOGAN'S ALLEY

Plug in the Zapper gun and get ready to pump some villains full of photons. This target-shooting game puts you at one end of a shooting range, with criminal cut-outs spinning around at the other end. Though this is graphically quite nice, Hogan's Alley's gameplay is very limited and most of the game's options seem to be exhausted after a few sessions' play.

OVERALL 60%

HOOK

Unoriginal platform game which sports nice graphics but is sadly let down by lack of action and large areas in which there's very little to do.

OVERALL 62%

THE HUNT FOR RED OCTOBER

The fabulous Sean Connery movie surfaces on the NES as a horizontally scrolling shoot 'em up. The game itself is good fun to play with a nice sense of inertia on the sub. The problem is that the graphics look rather infantile and the soundtrack is one of the most discordant, jarring monstrosities ever to plague the Nintendo. Bear with it though, and there's a fairly decent game to be uncovered.

OVERALL 64%

HYPER SOCCER

A reasonable football game, which although nowhere near as bad as the grotty Goal and the naff Nintendo World Cup still fails to generate much in the way of soccer excitement.

OVERALL 62%

ICE CLIMBER

Ice Climber is a pretty basic game, the object being to control your Eskimo to the top of each vertically scrolling level while keeping an eye out for enemy sprites. This was one of the first NES releases and has primitive graphics, sound and gameplay. Even the simultaneous two-player action doesn't stave off the tedium.

OVERALL 58%

IKARI WARRIORS

Armed with just their machine guns and a stash of grenades, the players must guide their on-screen heroes through vertically scrolling enemy strongholds and blow everything up. This conversion has crap graphics and poor scrolling. The response is poor and the gameplay frustrating. Even Ikari fans will be disappointed with this.

OVERALL 48%

IRONSWORD

This follow-up to Wizards and Warriors is similar to its predecessor, with plenty of platform action and sword-slashing thrills. The main problem with this game is that the gameplay is very tough, and coupled with the rather inspiring graphics, there's not much of an urge to see the next level. Ironsword is above average, but not totally amazing.

OVERALL 77%

ISOLATED WARRIOR

Become the Isolated Warrior as he runs up the isometrically scrolling 3D backgrounds, blasting enemy sprites with his multi-purpose weapon. Isolated Warrior is a great shoot 'em up packed with top-notch shooting excitement. Unfortunately, this is marred by the fact that it's very easy to complete.

OVERALL 80%

KICK OFF

Once again, the evil hex that plagues NES soccer simulations strikes again in this conversion of the greatest computer football game ever. Kick Off retains all the brilliant options of the Amiga version, but the game logic is sadly lacking and there's plenty of minor bugs conspiring to ruin the game too. A great shame and a major disappointment.

OVERALL 36%

KABUKI

Kabuki's the man whose oriental hairstyle spells doom to a number of computer bugs that have infested America's finest defence system. Boasting dark and moody graphics and good sound, Kabuki is instantly appealing. The stiff challenge and great gameplay make it an excellent Shadow Warrior-style platform game.

OVERALL 90%

KID ICARUS

It's cutey platform game time as you guide Kid Icarus against an army of baddies who are just dying to clip his wings. It's pretty good fun, but the graphics are rather dated, and when you look at some of the more modern platform games around, this doesn't compare too well.

OVERALL 68%

JACKIE CHAN'S ACTION KUNG-FU

Hong Kong's foremost martial arts expert takes to the NES in a digital version of his silver screen shenanigans. This is a great scrolling beat 'em up with cute graphics and rousing tunes. It's extremely playable too with many levels to conquer. Buy this!

OVERALL 93%

JACK NICKLAUS GOLF

The immortal Jack Nicklaus has endorsed what turns out to be a 3D golfing simulation that slow, jerky and bug-ridden. Add these incredibly annoying factors with the pathetic graphics and miserable sound and we have a golf simulation that's even over-shadowed by the ancient Nintendo Golf!

OVERALL 48%

KICKLE CUBICLE

This game is rather similar to Adventures of Lolo, in that you run around a single-screen maze pushing blocks and squashing meanies. Kickle Cubicle would be an excellent puzzle cum action game, but it's just too easy to complete.

OVERALL 72%

KUNG-FU

This game weighs in as a conversion of that ageing Data East coin-op, Kung-Fu Master (remember that?). There are four levels of horizontally scrolling baddie-bashing included in this Nintendo translation. This might not sound a lot, but the tough, challenging gameplay is quite a laugh. Worth a look for beat 'em fans.

OVERALL 72%

LIFE FORCE

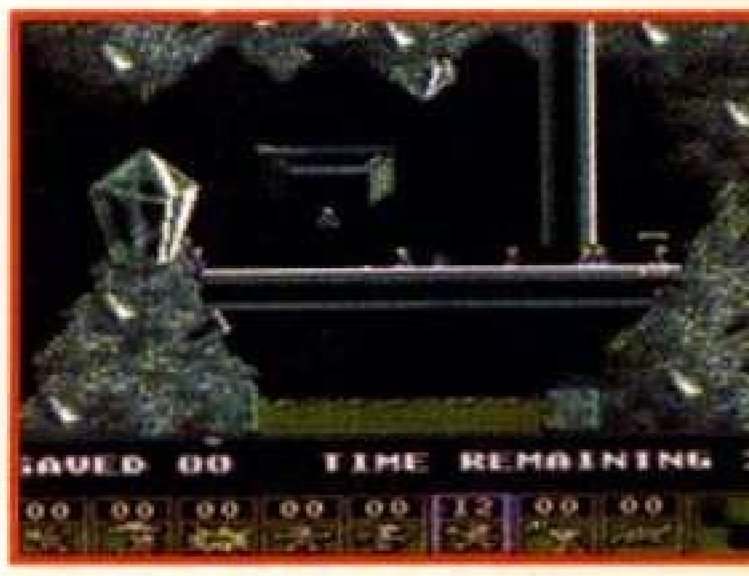
This is a brill version of the Salamander coin-op with both vertically and horizontally scrolling action. It's not just the smart scenery and amazing aliens that set Life Force apart from other Nintendo blasts. With its amazingly addictive destructive action AND two-player action, this is one ace 'n' skill shoot 'em up!

OVERALL 92%

LEGEND OF ZELDA

This was Nintendo's first RPG, but its simple format makes it far more accessible than most games of this type. With its battery back-up, this game should provide hours of enjoyment for anybody, so even though it's one of the more expensive carts, it's well worth a look.

OVERALL 86%



LEMMINGS
NEW

The 16-bit masterpiece of mind melding mianders over to the NES. Lemmings has a reputation to uphold and Nintendo's 8-bitter does it much justice. It's not the best conversion available but the greatest one available to NES owners! Rescue the Lemmings or forever hang your head in shame.

OVERALL 85%

LITTLE NEMO

Jolly enough platform romp in which you guide the eponymous hero through the surreal and weird Slumberland world. Fun, but offers nothing that hasn't already been seen in a platform game of this type.

OVERALL 79%

LOW-G MAN

Once again, we're all aboard the last train to Platform Central, with Low-G Man (so called, because he can jump incredibly high). This game has jerky graphics and wobbly sound, but somehow the urge to see the next level is very high indeed. Although not an essential purchase, give Low-G Man a good, hard look.

OVERALL 84%

LUNAR POOL

An entertaining idea - funny shaped pool tables - and it's certainly fun for a while. But at the end of the day, pool is pool and unless you're a big fan of eightball, this one's novelty will eventually wear thin.

OVERALL 75%

MACH RIDER

This is an early Road Blasters clone, in which you have to drive your motorcycle down numerous stretches of highway, zapping any of the other aggressive drivers who get in your way. The official NES Road Blasters conversion isn't really up to much but this lookalike is even

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worse. The graphics are laughable and the gameplay extremely dull. Leave this well alone.

OVERALL 36%

MANIAC MANSION

Lucasfilm's first icon-driven adventure is a real classic. It's got great graphics, extremely involving gameplay and logical puzzles - things which its competitor, Shadowgate woefully lacks. Maniac Mansion is a worthy NES purchase, but the high price tag (around £50.00) is a bit of a bum rap.

OVERALL 89%

MARBLE MADNESS

In this Rare conversion of the brilliant Atari coin-op, you guide a marble around six different isometrically scrolling courses, dodging many bizarre hazards. The programmers have produced a coin-op conversion that's as close to the original as is possible with the Nintendo. Only the lack of levels is the slight downer.

OVERALL 85%

MARIO BROTHERS

In this single-screen platform game, Mario and Luigi (this is a one or two-player game) have to run around punching the gantries under the critters to knock them on their backs, and then jump up to the same level and boot them off-screen. It's a nice, cute, simple game, but only truly worthwhile in two-player mode.

OVERALL 83%

MEGAMAN

It's down to MegaMan to go through six levels of incredibly addictive scrolling platform action, blasting meanies. Each level is guarded by a terrifying robotic end-of-level boss. Mega Man is one of the most difficult, and yet still rewarding platform games available for the NES.

OVERALL 92%

MEGAMAN II

The evil Dr Wily is back for another slapping at the hands of the world's greatest hero, MegaMan! This boils down to more incredibly addictive scrolling platform action. Although it's not as lastable as its prequel, MegaMan II boasts playability that puts many 16-bit games of the same ilk to shame. An essential purchase.

OVERALL 93%

METAL GEAR

Nice graphics and ultra-violent gameplay make this an interesting game to play, but only for a while. It turns out to be more of a giant maze game than a shoot 'em up, and the unchanging scenery of tanks and buildings makes one screen look pretty much like another. Not a game to put high on your shopping list.

OVERALL 52%

METROID

Metroid is a graphically impressive, very cleverly put-together arcade adventure with lots of unusual features to keep things interesting. It's a tough game and ardent platform/adventure fans will love it.

OVERALL 80%

MIKE TYSON'S PUNCH-OUT!!!

With its superb graphics and playability, Punch Out!! is the greatest boxing game yet seen on any home system and is a vital addition to your collection. So grab it before it disappears, which it might well do considering what's happened to Mike...

OVERALL 94%

MISSION: IMPOSSIBLE

This viewed-from-above maze game with espionage overtones casts you as a secret agent, out to overthrow a subversive world-threatening organisation. The graphics and sound are both very effective, and the gameplay itself is addictive and whole lot of fun. Highly recommended.

OVERALL 86%

NEW ZEALAND STORY

Poor old Tiki - all of his kiwi chums have been kidnapped by a bloated Walrus! So, Tiki needs your help in running around the platform levels, shooting meanies and rescuing kiwis! This conversion is visually very similar to the Taito coin-op, and the sound is actually better! Unfortunately, the game is just too easy to complete.

OVERALL 79%

NINTENDO WORLD CUP

There's something of a curse on the poor old Nintendo when it comes to soccer games. Nintendo World Cup is a dire shambles, with rancid, flickery graphics, warbling sounds and very limp gameplay. Even when playing with four player with the Four Score adaptor, Nintendo World Cup is a sad digital interpretation of soccer.

OVERALL 33%

PAPERBOY

Guide your paperboy through seven levels of scrolling isometric mayhem in this conversion of the pensionable Atari coin-op. Paperboy "boasts" retarded, infantile graphics, grotesque colour schemes, a booming cacophony of sounds and frustrating gameplay. The awful responsiveness is yet another nail in the MFI-quality coffin. Avoid!

OVERALL 30%

PINBALL

This is a real Nintendo oldie, and has been completely eclipsed by the immeasurably superior Pinbot, which is based on a real pinball table. Unless you're after a particularly substandard pinball game for your Nintendo, avoid.

OVERALL 45%

PINBOT

Rare's conversion of the topper Williams pinball table is excellent, with all the steel ball spanging-related excitement of the original. With excellent graphics, unbelievable sound, along with brilliant playability, this is one fabbo game!

OVERALL 90%

POPEYE

This conversion is a good translation of the original coin-op, but it's the coin-op's simplicity that severely limits Popeye's powers of lastability. It'll keep you busy for a while, but unfortunately, the novelty soon wears off.

OVERALL 67%

POWERBLADE

It's a return to Platformsville, Arizona in this scrolling game with shoot 'em up elements. Although Powerblade is exceptionally unoriginal, the graphics and sound are fine for this sort of game. What really gives Powerblade its respectable mark is its fun and challenging gameplay.

OVERALL 88%

PRINCE OF PERSIA

Great platform adventure game which features a superbly animated main sprite. It's quite tricky getting to grips with the comprehensive control method, but once mastered, the challenging and absorbing gameplay will keep you playing for ages.

OVERALL 87%

PROBOTECTOR

Don't be fooled by the name - this is the official NES version of Gryzor, the great horizontally scrolling shoot 'em up. All the levels of the coin-op are here and the blasting action is fast and furious. A great NES blast.

OVERALL 81%

PRO WRESTLING

Pro Wrestling isn't quite as exciting as the real sport. The graphics are laughable with pathetic sprites and background visuals, and the sound isn't really any better either, sporting very weak spot effects. Our advice is to go for Tecmo World Wrestling. It's got better graphics, better sound and a huge amount of moves on offer.

OVERALL 45%

RAD RACER

This is quite a few years old now, and surprisingly, it's still the only Out Run-style game available on the NES. Actually, any new one would have a hard time beating Rad Racer in the playability stakes. The smart 3D graphics make this look good and play good, so if driving games are your bag, this is a must.

OVERALL 80%

RAD GRAVITY

Strut around the universe with the coolest intergalactic hero of them all, Rad Gravity. It's up to Rad to run around platform levels looking for co-ordinates for new planets to visit. Rad Gravity is a cool platform game, with nice blasting elements added in for good measure. Recommended for platform fans after a challenge.

OVERALL 82%

RAINBOW ISLANDS

Oh no! The Rainbow Islands have been occupied by the Boss of Shadow, Baron von Blubba and his nasty little minions. It's up to Bub and his power of the rainbow to put a stop to Blubba's skylarking over seven levels of vertically scrolling platform action. This is a good conversion of the Taito coin-op, ruined by slow gameplay and poor response.

OVERALL 67%

RC PRO-AM

RC Pro-AM is one of the most playable NES titles around. Both the graphics and sound are spot-on and there's plenty of action to keep you going for a long time as you race a variety of radio controlled vehicles around a series of very tight tracks against mad computer drivers. A must!

OVERALL 90%

RESCUE

Based on the French computer game, Hostages, this is a multi-level assault game, casting you as leader of a bunch of SAS guys out to ruin some terrorists' plans for world domination and rescue (hence the title) some hostages. The graphics and sound are poor, but the real problem with Rescue is that each sub-level is very dull and too easy to complete.

OVERALL 41%

RESCUE RANGERS

Those cheeky chipmunks, Chip 'n' Dale hit the Nintendo in a platform game of their very own, programmed by coin-op giants, Capcom. With one or simultaneous two-player options, Rescue Rangers is fast, smooth, cute and playable. A very good game that should appeal to platform fans.

OVERALL 88%

ROAD BLASTERS

If you were a fan of arcade Road Blasters this conversion may come as a disappointment. The graphics and sound are fairly well reproduced, but it certainly doesn't play the same. It's just far too easy, and any competent player should get through all 50 levels in a few games. Once completed, Road Blasters doesn't have much to attract you back for more.

OVERALL 48%

ROAD FIGHTER

Brace yourself for what must rank as the worst console game EVER! Road Fighter is a vertically scrolling road race game a little like Spy Hunter, but without the extra weapons, decent graphics or gameplay. Indeed, the scabrous, retarded game we have here is devoid of all fun and excitement-inducing qualities and is a complete waste of money.

OVERALL 9%

ROBOCOP

The film's great, but this game is sad. Rubbish graphics, dire sound, sluggish controls and very repetitive gameplay don't makes things much fun in this platform game. Considering the all-action movie, a lot more should have been made of this.

OVERALL 60%

ROBOCOP 2

Slick, but ultimately frustrating platform game which features plenty of challenge but nothing new or exciting in terms of gameplay features. There are tons of games like this, so shop around before you buy.

OVERALL 76%

ROLLERGAMES

Fairly jolly, but rather repetitive future sports simulation which could do with better visuals.

OVERALL 76%

ROBO WARRIOR

An original, but ultimately dull game in which you bomb your way through a series of baddie-packed screens. It sounds more exciting than it is because the action is so limited and slow.

OVERALL 51%

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RODLAND
A bit of a sticky one this. Most of the time the game is simple and entertaining platform affair however it is a routine that switches between this and comparitively tough bosses. Still, if games like Rainbow Islands and Bubble Bobble are your thing then Rodland is likely to please.

OVERALL 79%

RUSH 'N' ATTACK
Otherwise known as Green Beret, this is a fairly simplistic but very compulsive beat 'em up packed with senseless violence. The graphics and sound are adequate rather than outstanding, but they do the job and help make this a bloody, enjoyable rough-house romp.

OVERALL 83%

RYGAR
The graphics in this beat 'em up are okey-dokey and the gameplay is fairly interesting (thanks to the nice weapons), but on the whole, Rygar is probably only worth buying if you remember enjoying the coin-op.

OVERALL 70%

SECTION Z
If you've ever wished for a Side Arms-type game for the NES, this is probably the nearest thing to it, though don't take that as a recommendation. The game is severely lacking in excitement just because it's so repetitive and the weapons are completely weedy. Save your money and your sanity.

OVERALL 46%

720 DEGREES
This is a very decent conversion of the old Atari skateboarding coin-op which sports plenty of challenge and variety. A must for fans of the coin-op and skateboarders in general.

OVERALL 84%

SHADOWGATE
Shadowgate is an icon-driven adventure game crammed with frustrating puzzles and thousands of unfair sudden death scenarios. The solutions to each puzzle are completely illogical (OPEN a skull to find a key? We think not), making for an annoying adventure with crappy graphics and nauseating sound to boot.

OVERALL 26%

SHADOW WARRIOR
Join Ryu as he runs around the scrolling platforms levels, meting out ninja death to the evil minions of the Overlord. Converted from the coin-op, this a great slash 'em up that's well-presented with groovy graphics and sound. This is challenging and superb fun and well worth your pounds sterling.

OVERALL 90%

SILENT SERVICE
A submarine simulation? On the NES? Yes indeed, and while it might sound boring, it's not. It's addictive and involved and is a must for those who want to use their Nintendo to play more than just platform games and shoot 'em ups.

OVERALL 87%

SIMON'S QUEST
On the surface, Simon's Quest isn't much more than an extended version of the original with a few additions to the gameplay. Having said that, the original was pretty good, so the follow-up can only be even better. There's not a lot of variety, but hardened arcade adventure fans should find the gloomy atmosphere is most engrossing.

OVERALL 85%

SIMPSONS: BART VS THE SPACE MUTANTS
Enjoyable game-of-the-telly-show in which you guide Bart around the horizontally scrolling town solving puzzles and avoiding the baddies in an attempt to thwart the intentions of the marauding space aliens. Not exactly action-packed, but fun nonetheless.

OVERALL 88%

SKATE OR DIE
Skate or Die is divided into five different sections: the downhill race, freestyle on a half-pipe, downhill jam where you fight an opponent, half-pipe high jump and pool joust where you battle other players. It's a fun game with great graphics and is highly recommended to board thrashers.

OVERALL 82%

SMASH TV
Williams' amazing shoot 'em up coin-op, based on the classic Robotron 2084, is one of the most violent games in history! This NES conversion is a technical miracle with loads of sprites on-screen at once! The game also incorporates all the speech and power-ups of the coin-op too. One of the best Nintendo shooters available!

OVERALL 90%

SNAKE, RATTLE 'N' ROLL
Guide your snake around the forced 3D backdrops, eating nibbley-pibbleys and dodging a number of bizarre sprites. Rare strike again with an extremely playable, technically amazing Nintendo game that simply demands purchase!

OVERALL 94%

SNAKE'S REVENGE
Snake (the hero of Metal Gear) is back, and this time he's vowed to destroy a jungle-based legion of enemies. This generally involved running around the jungle (for jungle, read maze), blowing away enemies and rescuing hostages. Snake's Revenge is extremely difficult to play, slow, unrewarding and tedious.

OVERALL 49%

SOCCER
The action in this football game is a little slow, and the graphics are only adequate but it plays quite while and that's what counts. And even though it's positively ancient, it's still miles better than all the newer Nintendo football games.

OVERALL 83%

SOLAR JETMAN
The action is very similar to the old coin-op Gravitar, but there's much more to Solar Jetman as you explore a series of planets looking for pieces of the Golden Warpship. The playability is superlative, the graphics are great and the sound is similarly excellent. Put all those factors together and you've got a simply brilliant Nintendo title which is an essential part of your collection.

OVERALL 95%

SOLOMON'S KEY
This is an excellent conversion of the Data East coin-op, which is one of the best arcade puzzle games out. If you're after some mental stimulation from your Nintendo this has got to be somewhere on the shopping list.

OVERALL 83%

SOLSTICE
This is the first game from English firm, Software Creations, and it's a goodie! Guide your little man around the forced perspective backdrops, solving puzzles and blatting meanies. With its excellent graphics, amazing sound and involving gameplay, Solstice is an essential purchase.

OVERALL 90%

SPY VS SPY
Based on the MAD magazine comic strips, Spy vs Spy is one of the finest two-player games ever, just because of the vast potential for playing super-sneaky tricks on your computer, or better still, human opponent. It doesn't have the best graphics and sound in the world, but if you have another gamer at hand willing to play you, this is a must.

OVERALL 84%

STAR WARS
A brilliant game which follows the plot of the film very closely through a whole variety of challenging and addictive scenes. With its superb graphics, sound and gameplay, this is one of the best games-of-the-film around.

OVERALL 95%

STEALTH ATF
A promising-sounding but ultimately dull aerial combat game in which you guide the fighter of the title against the marauding enemy hordes.

OVERALL 54%

SUPER MARIO BROTHERS
Originally this was the game Nintendo gave away free with the machine - and what a terrific freebie! It's a truly classic platform game that's just so skillfully put together and is so much fun that once you've started playing it's impossible to stop. One of the best games anywhere, ever.

OVERALL 95%

SUPER MARIO BROTHERS II
This is a superb follow-up to Super Mario Brothers, with terrific graphics, great music and super addictive platform gameplay. An utter must - along with all the other Mario games.

OVERALL 96%

SUPER MARIO BROTHERS III
Mario and Luigi return for their last 8-bit outing - and it's one of the finest video games ever devised. Featuring almost-perfect playability, excellent graphics and sound along with a massive challenge, Super Mario Bros III is THE essential cart to buy for your Nintendo.

OVERALL 98%

SUPER OFF-ROAD
Ivan "Ironman" Stewart's Super Off-Road is a superior Super Sprint-style NES game, that's great fun when playing with the four-player Four Score adaptor. It's yet another skill Rare game, and a very close coin-op conversion. The repetitive nature of the game may put some people off, especially when played in one-player mode.

OVERALL 81%

SUPER SPIKE VOLLEYBALL
Visit the beaches of America to participate in a series of Volleyball matches in this cool sports simulation. With its Four Score compatibility allowing up to four players to take part, Super Spike Volleyball is a great game that should appeal to most sports fans.

OVERALL 83%

SWORDS AND SERPENTS
Big role playing game very similar to the Bard's Tale computer game series. Short on action, but long on depth, this is one that adventure and role-playing fans will go bonkers over.

OVERALL 81%

TEENAGE MUTANT HERO TURTLES
Although they're now tragically uncool, Turtles is a fun game that provides plenty of beat 'em up action, a hint of exploration and taxes your brains too as you rescue April O'Neil. Worth checking out.

OVERALL 86%

TEENAGE MUTANT NINJA TURTLES: THE ARCADE GAME
Take control of the bygone heroes in a half-shell in this simultaneous two-player game based on one of the most popular coin-ops ever. Turtles II is a very close conversion, but when it comes down to it, there isn't much in the game and the repetitive action soon grows stale.

OVERALL 64%

TENNIS
The graphics aren't the greatest and there's not much sound to speak of, but Nintendo Tennis is quite playable. It's the only Tennis game available on the NES anyway, so if you want to hold Wimbledon indoors next year, it's either this or nothing.

OVERALL 75%

TEN-YARD FIGHT
A conversion of the old Irem coin-op, this is one of the only arcade-style American football games available on any machine. It's simple, but fun and is worth looking at if you're new to American football and want to learn more about the sport.

OVERALL 76%

TERMINATOR II
One of the greatest movies of all time could've been an NES game to end them all. Unfortunately, what you get are five limited lev-

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els, most of which are set around a tedious platform environment. The game isn't awful - it's just dull and very unoriginal. For die-hard movie fans only.

OVERALL 72%

TETRIS

This block-based mind-teaser is the greatest puzzle game ever written. It looks naff, sounds naff... but play it and you'll be instantly hooked.

OVERALL 91%

TIGER HELI

This is a fairly straightforward up-the-screen blast in which the player pilots a heavily-armed combat chopper. The graphics are pretty samey throughout the entire game, the sound is equally bland and the gameplay is only average. Not the greatest of shoot 'em ups.

OVERALL 65%

TINY TUNES

Yet another NES platform game, this time starring baby versions of famous cartoon characters. The graphics and sound are great, and the gameplay fun enough to keep you at it for yonks.

OVERALL 86%

TIME LORD

This game has a great idea and plot, but the overall execution is a tad lacking and the game itself lacks the kind of excitement we'd come to expect from an MB Games cartridge.

OVERALL 60%

TOM AND JERRY

With all the potential fun and frolics of a Tom and Jerry game, it's a shame to see them reduced to starring in yet another unoriginal platform game. Yes, it's fun. But there are loads of better games of this sort already available. What a waste...

OVERALL 78%

TOP GUN

Though this wouldn't take anyone's breath away, the 3D combat is quite exciting, and requires a fair bit of joypad skill. The graphics aren't bad at all, and on the whole, this is a smart game. If you yearn for something flight simulator-ish on your Nintendo, check this one out.

OVERALL 79%

TOP GUN II

You ARE Maverick - the Top Gun of the title, and it's your aim to take to the skies, complete a number of missions and blow up all the MiGs you can in the process. Top Gun II is not recommended because the graphics are extremely awful and the gameplay is very dull indeed. Only the one-on-one two-player mode is a good laugh.

OVERALL 51%

TOTALLY RAD

Promising sounding platform game sadly let down in its execution. It's just not fun enough to lift it out of the veritable sea of platform games available on the NES.

OVERALL 74%

TO THE EARTH

This is the most recent of the Zapper gun titles, and it's probably the best of the lot. Very nice graphics and plenty of other neat presentation features set this apart from the other light gun games, so if you've got a Zapper, check it out.

OVERALL 80%

TURBO RACING

The NES is not well catered for when it comes to road racers, so it's nice to see a good, fast action-filled effort like Turbo Racing. Although the graphics are a bit rough, this is more than made up for by the exciting gameplay. Check it out.

OVERALL 80%

TRACK AND FIELD II

Featuring a massive 15 events (hurdles, pole vault, hammer throw, archery, clay pigeon, pistol shooting, canoeing, hang-gliding, Taekwondo, fencing and arm wrestling), this is graphically and sonically superb. With multi-player action and plenty of tough and challenging button-bashing gameplay, this is a sports simulation no Nintendo owner should miss.

OVERALL 90%

TROG

Trog is a PacMan-style coin-op (two girls are playing it in the arcade scene in Terminator II!) which depicts you as a caveman out to save his eggs (???) from various prehistoric terrors. The graphics are well-animated and very cute, but no amount of presentation can disguise the simplistic gameplay.

OVERALL 70%

TROJAN

This is quite a decent beat 'em up, (converted from a popular coin-op of yesteryear) but though the graphics are fine, the gameplay is a bit dull. A few more powerful weapons would have helped make this above-average quality game into something quite special.

OVERALL 72%

URBAN CHAMPION

Urban Champion is a fairly ordinary beat 'em up in which you fight a variety of foes. The graphics are rather dull, and it doesn't take long before this four-year-old game gets rather boring. If you're after a good beat 'em up, check out something like Double Dragon instead.

OVERALL 54%

WILD GUNMAN

If you've got a zapper gun, stick it into your holster and ride into town and battle a bunch of merciless hoodlums who've been whoopin' it up and scarin' all the townsfolk. The graphics are colourful and bright, and the aim is to simply blast away as many bad dude cowboys as possible. It's quite good fun, but gets a bit boring after a while.

OVERALL 67%

WIZARDS AND WARRIORS

This is a smart-looking, but simplistic platform game which requires an awful lot of jumping skills and little else which all gets a bit monotonous after a while. There are several superior platform games available on the NES, the Mario games for example, and the Megaman series.

OVERALL 72%

WORLD WRESTLING

This has got well-animated graphics, plenty of moves and enjoyable gameplay, and while it doesn't feature the characters from WWF like the official title does, we still think it's the best wrestling game on the NES.

OVERALL 84%

WRECKING CREW

The graphics are simple, but nicely drawn and the soundtracks are superb, making this platform hammer 'em up a treat to play. It's not easy, and there are loads of screens and even a designer option if you want to try and make your own!

OVERALL 81%

WWF SUPERSTARS OF WRESTLING

Leap into the ring of the All-American World Wrestling Federation along with all your favourite wrestlers from the popular TV series. This version of WWF is good fun for a while, but it's a tad easy and only the two-player option really gives you great value for money.

OVERALL 80%

XEVIOUS

The original coin-op's best feature was its pretty graphics, and these haven't been translated too well to the comparatively chunky-pixelled NES, so all you're left with is a passable, but hardly exciting up-the-screen blast.

OVERALL 65%

ZELDA II: ADVENTURE OF LINK

This RPG-style game is absolutely vast - much bigger than the original - and it's graphically superior too. The gameplay is also beefed up with magic and beat 'em up-style swordplay, and again, the cartridge comes with a battery game-save system. This is the Nintendo's top RPG, and one of the most enjoyable on any system. Make sure you give it a try.

OVERALL 94%

GAME BOY

ALIEN III
NEW

Can't be doing with Aliens, us! Especially when they star in multi-million dollar, mind numbing movie sequels. Thankfully their infestation of the Game Boy in this title is easily forgivable because it is excellent! You control Ripley as she carries out her mission to destroy pretty much everything in sight. With some exploration and puzzle elements sidling in to join the fun this is more than the average shoot em up and comes highly recommended from us!

OVERALL 90%

ALLEYWAY

A sad version of the ancient game, Breakout, this is one of the most simplistic, tedious and unchallenging games available on the Gameboy and should only be bought by simpering buffoons with more money than sense.

OVERALL 27%

BALLOON KID

Become a balloon's best friend in this rather weird floating collect 'em up. Not only is it strange, but it's also very dull. Things get repetitive very soon and the unresponsive controls don't do this cart any favours either.

OVERALL 51%

BART SIMPSON'S ESCAPE FROM CAMP DEADLY

Bart's been packed off to summer camp and he's not too happy about it. Help him escape in this multi-level platform game, throwing fruit, dodging other campers and generally having quite a smart time. An enjoyable if not overly original title which will take some beating.

OVERALL 85%

BART VS THE JUGGERNAUTS
NEW

Not the best Simpsons game in the world but certainly the most interesting. A sort of Simpsons meets the Gladiators that pits the hapless Bartman against some burly competition in a series of vaguely athletic events. It's tough, perhaps too tough, but gets better as the game goes on. If you can get that far!

OVERALL 71%

BASEBALL

With its two-player link-up option and addictive gameplay, Baseball is recommended to sports fans on the move.

OVERALL 75%

NINTENDO MAGAZINE SYSTEM
GAME INDEX

BATMAN
With small, but nicely detailed graphics and excellent sound, Batman is one of the most addictive Gameboy platform games around. Highly recommended.

OVERALL 91%

BATTLETOADS
Gasp! The evil Dark Queen has kidnapped two of the mighty Battletoads! You, as the third member Zitz, must now launch a rescue bid in this beat 'em up with platform overtones. Although the graphics are fiddly, this is a great game which any self respecting beat 'em up fan should have.

OVERALL 90%

BEST OF THE BEST
The Game Boy makes a calliflower ear of an excellent beat 'em up with indistinct graphics and weedy opponents! One of the better Game Boy beat 'em ups,ut certainly not the best.

OVERALL 65%

BLADES OF STEEL
Plenty of Ice Hockey style action as two teams compete on a horizontally scrolling rink. The action is fast and addictive and should appeal to anyone after a decent sports sim.

OVERALL 82%

BOMB JACK
Hit the road Jack! This is a tiresome conversion of a hoary old coin-op that is about as explosive as a soggy match. It's boring, simplistic and repetitive. Give it a miss.

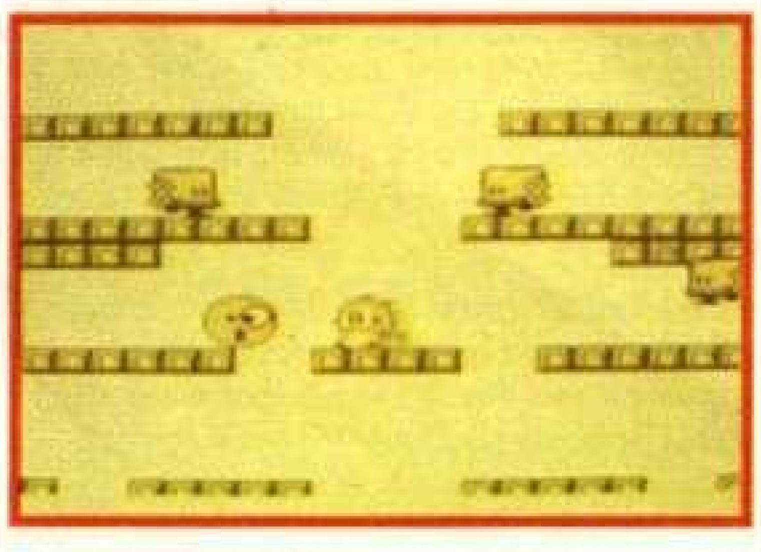
OVERALL 68%

BOULDERDASH
Take the mantle of Rockford, diamond miner extraordinaire in this conversion of the age-old coin-op. Still, the gameplay is just as fresh as the day it was conceived, with many levels of puzzling as you try to grab the jewels and dodge the boulders and find your way to the exit without blocking yourself in. A challenging puzzle game with which to while away the hours.

OVERALL 90%

BOXXLE
Boxxle is a highly original puzzle game which is recommended to people who like to use their brains rather than their joysticks.

OVERALL 83%



BUBBLE BOBBLE
Bob and Bub take a trip into scrolling platform land. Their mission: to bubble up the inhabitants of each realm, burst the bubbles, kill the meanies and move on to the next screen. Bubble Bobble is fast, fun and very addictive. Highly recommended!

OVERALL 90%

BUBBLE GHOST
This game, originally by Infogrammes for the Amiga, puts the player in the role of a Ghost out to guide a bubble around an environment fraught with danger. This is a highly original, fun title well worth taking a look at.

OVERALL 81%

BURAI FIGHTER DELUXE
Take to the skies once more in this horizontally-scrolling shoot 'em up type story of a mega-powerful robot and his fight against injustice. The graphics are pretty good, there's always lots to do and the action is pretty fast paced. A decent quality shoot 'em up and no mistake.

OVERALL 83%

BURGERTIME DELUXE
Burgertime must rank as the world's first fast food creation simulator. Now the coin-op of yesteryear has returned, and it's ideal Gameboy material. The idea is to drop burger ingredients into a dish from some platforms by running over them (not very hygienic), to make your job harder you are chased my monstrous pickles and hot dogs. Low on graphics but high on playability, Burgertime is a real laugh, although it does get very repetitive after the first few levels.

OVERALL 78%

CASTLEVANIA
Take control of Simon, a whip-wielding hero and battle your way through four large scrolling platform landscapes. The gameplay is addictive, and keeps you going for quite a while - but be prepared for some annoyance, because there are some nasty hidden surprises that don't make themselves apparent until it's too late to do anything about them.

OVERALL 79%

CHASE HQ
Oh dear, converting this coin-op to the Gameboy wasn't really a very good idea was it? Try as it might, the Gameboy just can't cope with the speed necessary to make this game really thrilling. The result is slow, sluggish and particularly tedious.

OVERALL 42%

CHESSMASTER
This chess sim has appeared on loads of formats, but this is the best version to date. The game is hard but logical and all the rules of chess are accounted for. The difficulty levels are well set, so beginners can pick it up straight away and grand masters won't find the going ridiculously easy. Best of all, of course, it's fully portable so you can exercise your brain at any time you like.

OVERALL 96%

CHOPLIFTER II
Brilliant! Guide a chopper around scrolling landscapes, rescuing hostages and blowing up anything that gets in your way. A highly cool game with massive addiction and enjoyment factors!

OVERALL 92%

CRASH DUMMIES
NEW

One of the most unlikely concepts for a game but one that works extremely well! The crash Dummies ski, drive and dive their way to destruction but all in the best possible taste, apart from the dreadful sense of humour that runs throughout! This varied game has much to offer everyone who likes their action wild and crazy!

OVERALL 86%

DR FRANKEN
Frankie's quest to find the various parts of his girlfriend looks, sounds and plays magnificently. What's more the job at hand is huge! The password system and the game's logistics make it a winner. If helping a pal get to grips with his girl friend's bits is your forte, get a hold of this!

OVERALL 92%

DOUBLE DRAGON
With great graphics and sound, Double Dragon is an excellent mini-replica of the classic arcade game, featuring all the original's thrills and spills. There's even a two-player link-up option for simultaneous vigilante antics! A must for beat 'em up fans.

OVERALL 83%

DOUBLE DRAGON II
Improves on the original with better graphics and gameplay. Some might find it a bit too similar to the first, but beat 'em up fans will love it!

OVERALL 88%

DR MARIO
Nintendo's own Tetris clone makes it to the Gameboy, and it's great. Highly recommended to puzzle fans.

OVERALL 87%

DUCK TALES
Although there are loads of other platform games on the Gameboy, this one has unmistakable Disney graphical touch and oodles of playability. The problem is that it's not very hard, so expert gamers should give it a miss.

OVERALL 78%

DYNA BLASTER
This puzzle game caused something of a stir on the PC Engine (that version was called Bomber Man) - and the Gameboy version is just as good! You must place strategic bombs in an attempt to clear each screen of baddies before advancing onto the next, harder screen. Simple but very addictive, and the second (slightly different) version of the game included on the cartridge makes it great value.

OVERALL 88%

F1 RACE
The first four-player Gameboy game is here - and it even comes with a free four-way adaptor! The game itself is an excellent OutRun-view race, with what must be some of the fastest scrolling seen on a Gameboy! Great fun and excellent value for money.

OVERALL 88%

F-15 STRIKE EAGLE
NEW

Whilst graphically and sonically a dismal affair Microprose's aging flight simulator makes the conversion over to the Gameboy quite well. A thinking man's Afterburner, if you fancy a challenge and more than a touch of variation to your shoot em ups then take a strike at this.

OVERALL 83%

FERRARI
Slickly programmed racing game sadly let down by its laughably low difficulty setting. Even the most inept of players won't get more than a d or so's play out of this.

OVERALL 37%

FOOTBALL INTERNATIONAL
Put simply, this is a hopelessly dull football game. Get Kick Off instead - it's miles better.

OVERALL 41%

FORTRESS OF FEAR
A sort of mediaeval Double Dragon. The graphics and sound are good and the playability is solid enough to keep you coming back.

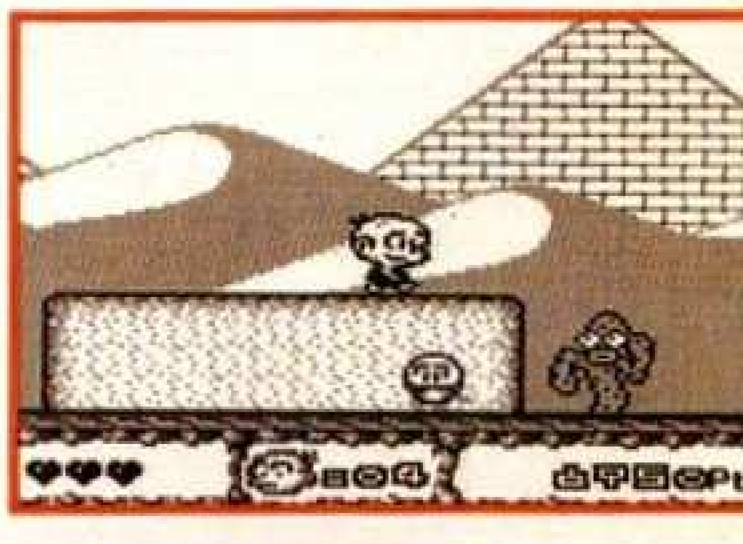
OVERALL 80%

GARGOYLE'S QUEST
Some pretty good gamesplaying skills are required to make your way around this game' unfriendly platform environment, but it's all ve addictive, and should be checked out by hardened platform fans.

OVERALL 80%

GAUNTLET II
A perfect mini-replica of the classic coin-op th contains all the graphics (in black 'n' white), speech and playability of the coin-op. There's even a skill two-player mode. A must for Gauntlet fans.

OVERALL 88%



GB KID
Bonking ahoy! The PC Kid is re-christened the GB kid and trounces the life out of his prehistoric foes in his first quality adventure. He's sty ish and often hilarious, the only problem is tha the game's simple to complete!

OVERALL 79%

GHOSTBUSTERS II
With humorous graphics and some quite decen tunes, Ghostbusters II manages to both entertain and challenge, with six different missions t test your brains and reflexes. Well worth taking a look at.

OVERALL 81%

GOLF
This is a great golf game that plays a great game of golf. Need we say more?

OVERALL 88%

GREMLINS II
Once more it's platforms a go-go with Gremlin II. As the Mogwai it's your job to rid the world of those troublesome Gremlins utilising the many traps and weapons littered around the landscape. Gremlins II is certainly challenging and it has some wonderful graphics and music

OVERALL 80%

NINTENDO MAGAZINE SYSTEM GAME INDEX

HOME ALONE

Take control of a digitised Macauley Culkin, as he runs around his mansion collecting goodies and locking them up in his safe. At the same time, he must watch out for the many burglars who've entered his home. Home Alone is a sad, dull, boring game with mournful graphics, forlorn sound and awful playability. Avoid it!

OVERALL 38%

HOOK

In this version of the Spielberg movie, you guide Peter Pan around the eight-way scrolling levels of Never Land, dishing out dagger justice to Hook's minions and completing various mini-tasks with the aid of the lovable Tinkerbell. Hook is quite entertaining for a while, but there just doesn't seem to be that much to do in each level.

OVERALL 66%

HUNT FOR RED OCTOBER

In this brilliant conversion of the Sean Connery movie, you take control of the Red October and guide it through many levels of eight-way scrolling action. A brilliant, playable game with an amazingly good two-player mode where the second player takes control of an entire fleet charged with destroying the Red October! Brilliant.

OVERALL 92%

HYPER LODERUNNER

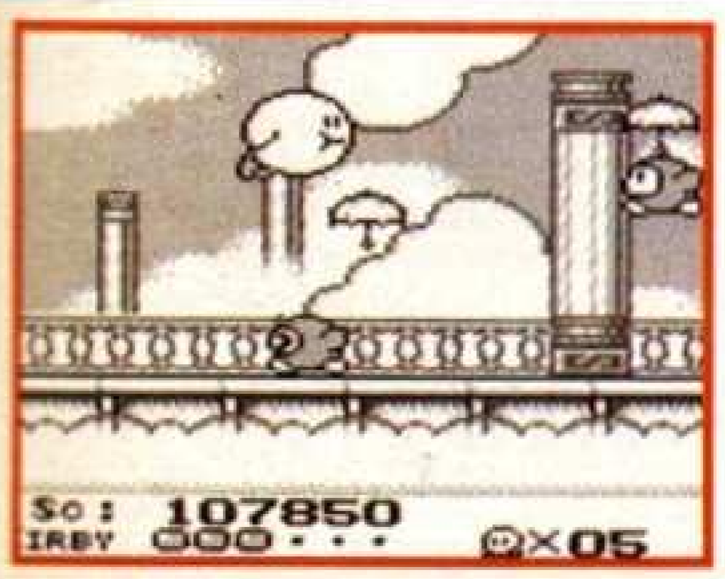
If you enjoy a really tough challenge, this platform game is highly recommended. Normal players, however, might find themselves wanting to smash the cartridge up after a couple of goes - it's that hard!

OVERALL 71%

KID ICARUS

Fairly jolly adaptation of the NES platform game provides the fun, but is now getting rather long in the tooth.

OVERALL 71%



KIRBY'S DREAM LAND

RAVE!

A highly original, amazingly playable game from the creator of Mario. If this one doesn't grab you then nothing will! Kirby is a superb character and his game is one of the most imaginative platformers available on any machine. The delightful wind-bag's wanderings are simple enough at first, but the second secret quest is very tough.

OVERALL 94%

KUNG-FU MASTER

This loose translation of the ageing Irem coin-op is very dull indeed with mournful graphics and sound along with tedious gameplay. The last nail in the coffin is the pathetic difficulty level. One go is all that's required to beat this vapid effort of a game.

OVERALL 17%

KWIRK

This is a puzzle game where your tomato (!) must shift oddly shaped blocks into gaping holes to traverse mazes and reach the exit. It's really a sort of Soko Ban clone - but a lot more fun.

OVERALL 85%

LEMMINGS

NEW

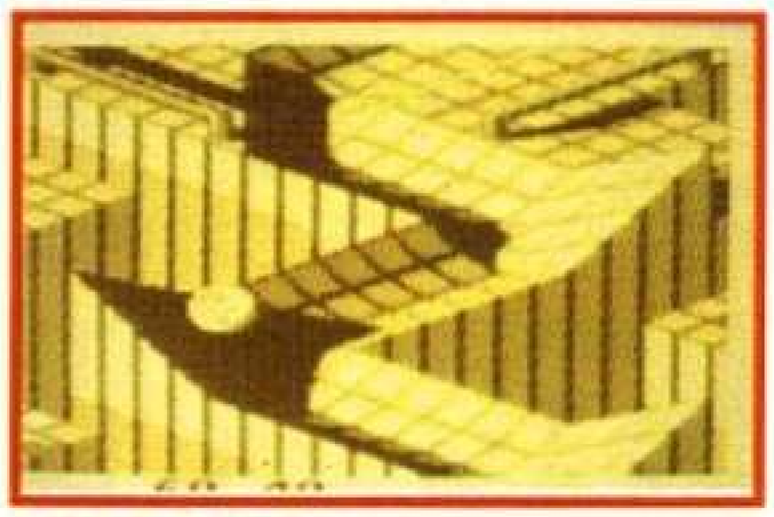
Short and sweet: Lemmings on the Gameboy is a great conversion of a classic game. Prevent hordes of Lemmings from meeting with certain doom in an almost endless collection of brain-taxing screens.

OVERALL 88%

LOONEY TUNES

The Looney Tunes star in an exciting and varied cartoon collection of shoot em ups and platform related hilarity. Tweety-pie, Sylvester, Porky and Daffy all wait for you to join their excellent party.

OVERALL 90%



MARBLE MADNESS

Guide your marble around a number of increasingly tricky slalom slopes, featuring many pitfalls such as acid pools, giant vacuums and even killer black marbles! This is one of those games which is perfectly suited to the Gameboy, and although it's short on levels, it's long on playability.

OVERALL 87%

MERCENARY FORCE

Fairly dull action game which fails to supply the necessary ingredients to make it a worthwhile purchase.

OVERALL62%

METROID II

Big and absorbing arcade adventure/platform game that's well worth checking out if you're into games of this type.

OVERALL 81%

MOTOCROSS MANIACS

Motocross has never been any weirder than in this off-road biking game! It's tricky, but is good fun - especially against a computer opponent - and provides plenty of amusement for a while.

OVERALL 76%

MR DO!

Adopt the mantle of Mr Do and run around a Boulerdash-style screen layout dropping massive pieces of fruit on marauding enemy sprites! Although not entirely faithful to the coin-op, Mr Do! is still a highly playable conversion well worth a look.

OVERALL 86%

NAVY SEALS

This platform shoot 'em up is amazingly super hard. If you think you can ignore the lack of originality and you're a good enough games-player not to get too frustrated, Navy Seals is well worth a look.

OVERALL 80%

NEMESIS

A great conversion based on the classic coin-op. The graphics are quite nicely drawn, and the action is clear and easy-to-see. It's not simple, and shoot 'em up fans should really get into the action. Go for it!

OVERALL 88%

NINTENDO WORLD CUP

This is a shambolic mockery of a clapped-out soccer game. There's no real control over your players, the computer has no knowledge of tactics and the responsiveness and collision detection are sadness incarnate.

OVERALL 31%

OTHELLO

Although it mightn't look or sound it, Othello is an addictive and enjoyable board game which you'll go back to time and time again.

OVERALL 89%

PACMAN

PacMan is as PacMan does, and this is as flawless a conversion of the crumbly arcade game as you will find. This will make some players leap for joy, others will find it enjoyable for a quick go now and then. Give it a go if you're a Pacfan.

OVERALL 80%

PAPERBOY

Ultra-blurry graphics, rubbish bike handling and dodgy collision detection are the three main flaws present in this disappointing conversion that will appeal to arcade fans only.

OVERALL 67%

PINBALL

Pinball features a three-screen-high flick-screen table which is complete with bumpers, flippers, drop targets and even hidden bonus screens! It's pretty tricky to play, but the ball movement is so realistic you find yourself tilting your Gameboy around to try and influence where the ball goes! It's all jolly fun and should go down well with the pinball wizards amongst us.

OVERALL 79%

PRINCE OF PERSIA

This must rank as one of the greatest platform games of all time, and its combination of fiendish puzzles and pinpoint platform action certainly make this version a winner. Add to that the same spectacular animation and you have a definite must-buy cartridge.

OVERALL 92%

QUARTH

Looking like a cross between Tetris and Space Invaders, Quarth is an enjoyable and addictive little game which offers plenty of challenge and lasting appeal. Try it out if you're after something different.

OVERALL 90%

QIX

Qix is a very strange game, but is nevertheless addictive. If it had been enhanced rather like PC Engine Volfied it would have been a real stunner. As it stands it's just an entertaining game which has plenty of long-lasting appeal.

OVERALL 81%

RADAR MISSION

Mediocre action game in which you guide your ship against enemy forces. Fun for a bit, but soon gets dull.

OVERALL 64%

RESCUE OF PRINCESS BLOBETTE

NES Boy and His Blob was quite a laugh, so Lord knows where the programmers went wrong with this one. The puzzling jelly bean action would be fun, but there's too many wide open spaces where nothing happens. A shame.

OVERALL 68%

REVENGE OF THE 'GATOR

At last there's a great pinball game on the Gameboy, full of ramps, bumpers, multi-balls, bonuses and all the trappings you'd expect from a four-screen table. Pinball fans will relish it.

OVERALL 91%

ROBIN HOOD

An original approach to a film license. The game is packed with puzzles and RPG overtones that add up to a large and interesting game. Definitely worth a look.

OVERALL 88%

ROBOCOP

This ranks as one of the most successful games of all time and was converted to almost every format known to man. This version is pretty good, but the small graphics make things like the targetting and face matching sections very difficult, which is a shame because otherwise it would be great.

OVERALL 72%

RODLAND

Tam and Rit take their sticks to the hides of a variety of cutesy platform types in this slightly repetitive Game Boy excursion into Rodland. All the intermission screens and bonus stages of the coin-op are present but the interest level doesn't last long.

OVERALL 74%

R-TYPE

The Gameboy now plays host to one of the best known shoot 'em ups ever. Use your top flying skills to survive in this pretty tough conversion of the coin-op. The graphics are pretty good and it's highly playable, although the small screen can make things a bit fiddly.

OVERALL 82%

SIDE POCKET

Side Pocket is a pool simulation in the best tradition. Playing is a matter of plotting ball angles and tapping the ball with the correct force required. Master ballistics professors will love this one, although anyone else's interest may wane pretty quickly.

OVERALL 73%

NINTENDO MAGAZINE SYSTEM
GAME INDEX

SKATE OR DIE (TOUR DE THRASH)

Whilst this has a promising title and looks like it might be fun, the implementation is poor. The main game is a just a viewed from behind showjumping variant. The bonus half-pipe event is quite entertaining but doesn't justify the price tag at all.

OVERALL 63%

SKATE OR DIE II (RAD 'N' BAD)

Skate or Die II is an entirely different game from the original. It's a super-speedy platform skate game with lots of montoya skate-style action to be had. If your interest in conventional platform games is waning, try this for size.

OVERALL 81%

SNEAKY SNAKES

Those wicked reptiles who appeared in the brilliant NES game Snake, Rattle 'n' Roll are back again in this superb Gameboy arcade game. An absolute must.

OVERALL 89%

SNOOPY'S MAGIC SHOW

The plodding platform gameplay belies the tricky puzzle action in this thoroughly enjoyable game. It's not particularly tough, but while it lasts it's very addictive.

OVERALL 84%

SOLAR STRIKER

After a couple of goes this up-the-screen shooter soon becomes boring. It's all right, but there are no real surprises to keep you going back to it.

OVERALL 69%

SOLOMON'S KEY

Good adaptation of the coin-op platform/puzzle game. The gameplay is addictive, and the only gripe is that sometimes the titchy graphics make it difficult to see what's going on.

OVERALL 82%

SPEEDBALL II

Not so much Speedball as blurred ball, the Game Boy's tiny screen cannot cope with the intensity of this future sport. If you've never experienced the game on any other system then the action is just far too confusing.

OVERALL 65%

SPIDER-MAN

Spider-Man is a thoroughly enjoyable beat 'em up which has some amazing graphics and plenty of variety. A must for wall-crawlers everywhere.

OVERALL 85%

STAR WARS

The first of this epic saga, Star Wars on the Game Boy is every bit as good as the NES version. Enjoy the top class platform action as the plot of the film unfolds.

OVERALL 90%

SUPER HUNCH-BACK

Jolly platform game starring everyone favourite's deformed character. There are loads of secret screens and the action is challenging enough to keep platform fans happy for quite some time.

OVERALL 81%

SUPER KICK OFF

The greatest football game ever is now on the Gameboy and it's as good as could possibly be expected. Obviously the small, monochrome screen does present certain problems, but the speed and playability of the original are still there. Easily the best sports game on the Gameboy.

OVERALL 93%

SUPER MARIO LAND

Although this brilliant game doesn't take long to finish, there are loads of secret things to uncover and the gameplay's so good you just keep on going back to it! A must-buy for platform fans everywhere.

OVERALL 90%

SUPER RC PRO-AM

Those Rare guys are at it again - converting one of their fab NES carts to the Gameboy. This time it's of the isometric-view radio controlled car racing game. The body shop adds something to the game and it's certainly highly playable, even if it does suffer from a bit of a lack of variety.

OVERALL 87%

TEENAGE MUTANT NINJA TURTLES

A decent beat 'em up with plenty of action and some great graphics to drool over. Turtle fans are bound to go bonkers over this.

OVERALL 90%

TEENAGE MUTANT NINJA TURTLES II

It's more of the same down in Turtle land. Another beat 'em up with large, clear and well-animated sprites along with a smidgen of platforming. It's harder than the original and there's also some sampled speech. Once again, Turtle fans will love this.

OVERALL 85%

TENNIS

One of the best Tennis games available on any system, this is challenging, addictive, and lets you play virtually any shot you could normally do with a racket. Highly recommended.

OVERALL 86%

TERMINATOR 2

As film licenses go, this must rank as one of the best going. There are only five levels, but there's plenty of variety, an enjoyable puzzle section (for once) and loads of action, along with great graphics and sound. It won't take too long to complete, but it's still a fab game.

OVERALL 90%

TETRIS

Free with the UK version of the Gameboy, this puzzle game is absolutely terrific and unbelievably addictive. It's incredibly easy to get into and is one of the best Gameboy games yet seen.

OVERALL 95%

TITUS THE FOX
NEW

A platform game that stars a leather clad fox who is out to rescue his similarly fashion conscious vixen may sound a bit dull and tedioius. As a matter of fact it is just that. The fox sucks!

OVERALL 45%

TRACK MEET

This thoroughly enjoyable Track and Field-type sports simulation features great graphics and some superb presentation points. It's brilliant fun at first, but the rather samey nature of the gameplay means it does get dull after a while - and the button-pounding action certainly takes it out of the Game Boy.

OVERALL 75%

TRAX

Snooze-inducing driving-type game which lacks the pace and excitement to get the adrenalin flowing.

OVERALL 59%

WIZARDS AND WARRIORS

Quite a jolly platform game, but unfortunately games like this are ten-a-penny, and while it's not a bad game, there are loads of better ones to look out for.

OVERALL 78%

WWF SUPERSTARS

Get into the ring with famous names such as Hulk Hogan and the Ultimate Warrior, and then promptly get thrown back out. WWF has great graphics and loads of moves but the tournament is far too easy to win. If you have a second player around often, though, it's a great link-up game.

OVERALL 85%

SUPER NES

AMAZING TENNIS
NEW

Although not as instinctive as the incredible Super Tennis, *Amazing Tennis* is just that! The gameplay isn't so immediate, the behind-the-net viewpoint is a little daunting at first, and it is quite tricky to control. However these problems soon fade into insignificance with practice and Amazing Tennis astounds with great graphics and sounds. Despite the robotic sounding umpire. Ad-van-tage re-cei-ver....

OVERALL 91%

BLAZING SKIES

What a spectacular load of old tosh this is! An excellent example of the lesson that warns us never to judge a book by its cover. The attractive graphics are poorly animated and the gam plays like a .... like a .... infact it doesn't play a all! It's a steaming wreck and no mistake.

OVERALL 49%

BLUES BROTHERS
NEW

Hardly following the plot of the film and a far cry from being a good game either! Irrelevanc to the classic John Landis film aside, the Blues Brothers is a very poor platform charade full o bad programming and brain numbing monotony. It's very frustrating too!

OVERALL 47%

CHUCK ROCK
NEW

With his stupendous, Dinosaur damaging stomach the infamous Chuck Rock flobbles his way to success on the Super NES. Core's prehistori platform adventurer has far more on offer thar Joe & Mac in that there is far more depth to hi gameplay and a wilder sense of humour surrounds him on the mission to rescue his wife. He *is* the captain caveman!

OVERALL 89%

CONTRA SPIRITS

The finest 16-bit console shoot 'em up money can buy! Contra Spirits has all the blasting you'll require from a game along with incredible graphics, amazing orchestral soundtracks and uncanny addictive qualities! An essential buy!

OVERALL 95%

DESERT STRIKE
NEW

Nothing whatsoever to do with posponing sweets after a meal for a week but plenty in common with the tragic Gulf War. Desert Strik is likley to satisfy everyone with a thirst for her ism and presents a novel twist to the usual shoot-em-up format.

OVERALL 83%

FINAL FIGHT

Capcom have a reputation for producing fine Super NES games, and Final Fight is no exception. It's very close to the coin-op original with one level, one character and the two-player mode removed. Beat 'em up fans will probably explode with excitement when they play this.

OVERALL 92%

F-ZERO

This is one of Nintendo's flagship games for th Super NES, and it's not surprising! Featuring super-smooth amazing 3D graphics, along wit high-speed action as you zoom around 15 different tracks, F-Zero is an essential purchase.

OVERALL 90%

NINTENDO MAGAZINE SYSTEM
GAME INDEX

GODS
Hardly a deity when compared to the best Super NES platform games in existence but an interesting excursion into the realms of the gods all the same. The awkward control method lets the game down and the machine's capabilities are almost completely ignored. Some new ideas and a high level of challenge are enough to raise it above most.

OVERALL 85%

LEMMINGS
Save those brainless, suicide-motivated Lemmings from an death in this brilliant, fun game. The graphics and sound are but it's the fresh, original gameplay that makes this the superb that it is.

OVERALL 92%

pqrstuvwxyz
MARIO
&TOAD
by Dar's

MARIO PAINT
Fun though this may be, at first, the novelties soon wear off. Both the art and music designers are hopelessly limited and fail to function as true educational tools, though theyre OK for a laugh. The swat the fly coffee break feature is the only aspect of the package that classes as a game, yet it's hardly woth sixty notes despite the inclusion of the rather excellent mouse.

OVERALL 65%

THE MAGICAL QUEST STARRING MICKEY MOUSE
Capcom work their magic on the Super NES once more with their first Disney license. Mickey's quest is full of surprises and is packed with gorgeous graphics and enchanting music. The game sees Mickey as a Fireman, a mountaineer and even a mighty little sorcerer all of which lend themselves to some intersting twists in the gameplay. If only it wasn't so goddam easy! Tsch.

OVERALL 84%

PAPERBOY II
Paperboy returns in this multi-directionally scrolling effort. The aim is to deliver papers to all your subscribers whilst avoiding enemy sprites. The graphics are little better than the Master System version, and the extra directions you can go add nothing to the gameplay. Like Paperboy himself, this ultimately fails to deliver.

OVERALL 41%

PILOTWINGS
Take a trip to the Pilotwings academy for advanced flying in this visually stunning game. Hang-gliding, jet-packing, parachuting and plane-flying are all here to be enjoyed. Although the novelty does wear off after a while, Pilotwings still ranks as a highly playable, exquisite game.

OVERALL 90%

PUSHOVER
NEW

GI Ant rearranges dominoes in order to progress through the levels in this entertaining puzzle game from Ocean. Pushover may not hold the same excitement as Lemmings, the puzzles are not testing enough, but still rates as a fun kind of strategy game.

OVERALL 78%

Q*BERT III
NEW

The foul mouthed, ultra-cool minor hero of the eighties makes his second come back! The graphics are super psychedelic, the music and sound effects are beyond description except to say that they are equally as far out. Q*Bert may be a tired old character but NTVIC have revived and revamped him back to life. The only problem is that the tedium overtakes the compulsion after a while leaving poor old Q*Bert facing the prospects of eternal shelfdom. Check it out, however, if you feel the need for a change.

OVERALL 70%

RIVAL TURF
Although it features a simultaneous two-player mode, this is very much a poor man's Final Fight. The action simply isn't exciting or varied enough to be worth getting. Check out Final Fight instead.

OVERALL 48%

SIM CITY
In this highly original game, you create and nurture your own city, dealing with all the usual problems of over-crowding, pollution and various other environmental disasters. This might sound boring, but Sim City is actually very deep and involving and hours literally fly buy when you play it. A truly classic cart.

OVERALL 93%

SUPER ADVENTURE ISLAND
You might as well ignore the title. This is actually Wonderboy on the Super NES, converted by the game's creators, Hudson Soft. This cart plays identically to Wonderboy but with enhanced graphics and amazing music to beef up the proceedings. It's good fun, but it can be completed pretty quickly.

OVERALL 78%

SUPER CASTLEVANIA
Simon Belmont is back! Once again, Drac is causing him a bit of aggro, so Simes tracks across the platform kingdom into Drac's castle and attempts to dust the Big D himself. Super Castlevania has truly excellent graphics, sound and gameplay, but it is a bit easy to complete for experienced players.

OVERALL 91%

SUPER GHOULS 'N' GHOSTS
Once again, Sir Arthur's back to save his girlfriend from the perverse clutches of Lucifer in some more scrolling platform tomfoolery. Super Ghouls 'n' Ghosts has it all - brilliant graphics, amazing sound, awesome gameplay and a really tough challenge. An essential buy for your Super NES.

OVERALL 94%

SUPER KICK OFF
Well, was this game worth the hype or what? The answer is probably no, unfortunately. The gameplay is nowhere near as good as in the original 16-bit versions and so it looks like another long wait for something better. Sensible Soccer perhaps? Save your cash!

OVERALL 73%

SUPER MARIO BROTHERS IV
The man with the meanest dungarees in town is back for some more multi-directionally scrolling shenanigans as he attempts to save the Mushroom Worlds from the twisted Koopa. Boasting cool graphics, super sounds and AMAZING gameplay, Super Mario Brothers IV is probably the best video game in the world.

OVERALL 98%

SUPER MARIO KART
Not particularly outstanding on your own, but with two players this racing game is the absolute business. Featuring brilliant graphics and a variety of different play modes, there are even some secret shortcuts to discover. We haven't stopped playing it since it came into the office!

OVERALL 92%

SUPER R-TYPE
Take on the might of the Bydo empire in this souped-up version of the classic horizontally scrolling coin-op. Super R-Type is great fun to play and has some great graphics. The problem is that the game slows down a lot and it's very easy to complete, with nothing more to see on the higher difficulty levels.

OVERALL 82%

SUPER SOCCER
Soccer is soccer, only this time it's played out on a third person perspective spin 'n' scroll pitch. Although it's a treat to look at, there isn't much of the pitch viewed at once, making passing very difficult. The ball movement is also quite unrealistic. Technically polished, but lacking in the playability department Super Soccer is only really recommended to die-hard football fans.

OVERALL 79%

SUPER TENNIS
The Super NES' spin 'n' scroll graphics chips are used to create a fast, smooth third person perspective tennis court, populated by cute sprites that swear a lot (on the Japanese version). Super Tennis is the best tennis game ever produced. Its playability is unrivalled and as a two-player game, it's the tops!

OVERALL 94%

UN SQUADRON
Known as Area 88 in Japan, this side-on scrolling shoot 'em up coin-op conversion isn't as technically amazing as Contra Spirits, but it's just as playable and even more lastable. The graphics are stunning, the sound decent and the gameplay highly exciting. Another Capcom winner.

OVERALL 94%

WING COMMANDER
An outstanding game on the PC, Wing Commander doesn't have the necessary excitement and outstanding gameplay to uphold its reputation on the Super NES. With too much attention placed on the presentation, which isn't all that good either, and not enough to the gameplay Wing Commander is best left alone.

OVERALL 62%

ZELDA III
Link returns in this viewed-from-above scrolling quest with thousands of screens, loads of puzzles and some great graphics and sound. This is the definitive adventure game for the Super NES, but be sure to buy the American version of the game because the Japanese import version has lots and lots of indecipherable foreign text.

OVERALL 95%

SYSTEM SHUTDOWN

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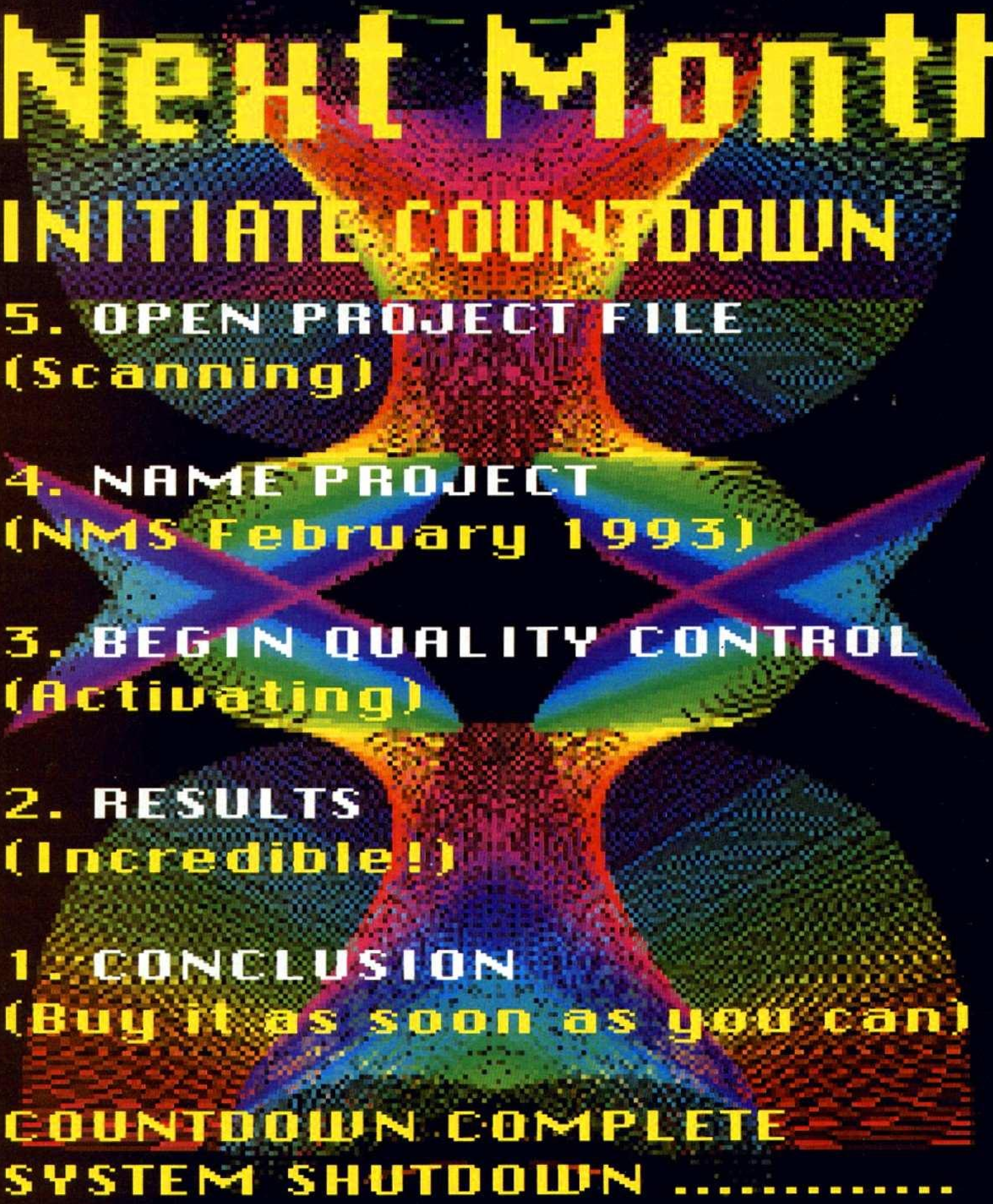
Next Month



INITIATE COUNTDOWN

5. OPEN PROJECT FILE
(Scanning)

4. NAME PROJECT
(NMS February 1993)

3. BEGIN QUALITY CONTROL
(Activating)

2. RESULTS
(Incredible!)

1. CONCLUSION
(Buy it as soon as you can)

COUNTDOWN COMPLETE
SYSTEM SHUTDOWN ....

EW! Only £29.99

Now he's on console!!

NEW! Only £29.9

He's here! Dizzy, the UK's most popular computer game hero, is in full action on your deck in a huge arcade adventure! Explore the magical kingdom of Zakeria, Palm Tree beach, the medieval town of Keldor, the evil Troll palace - and many other exciting and mysterious realms! Meet the strangest characters who may help or hinder your excellent adventure.

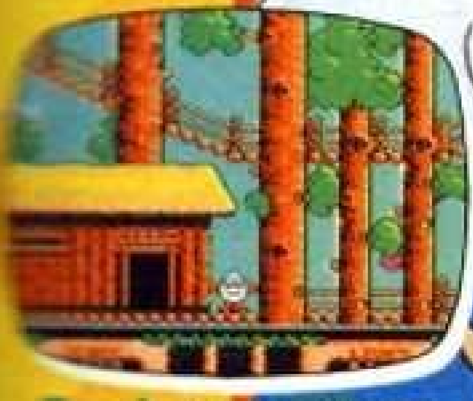
It's all here in the award-winning

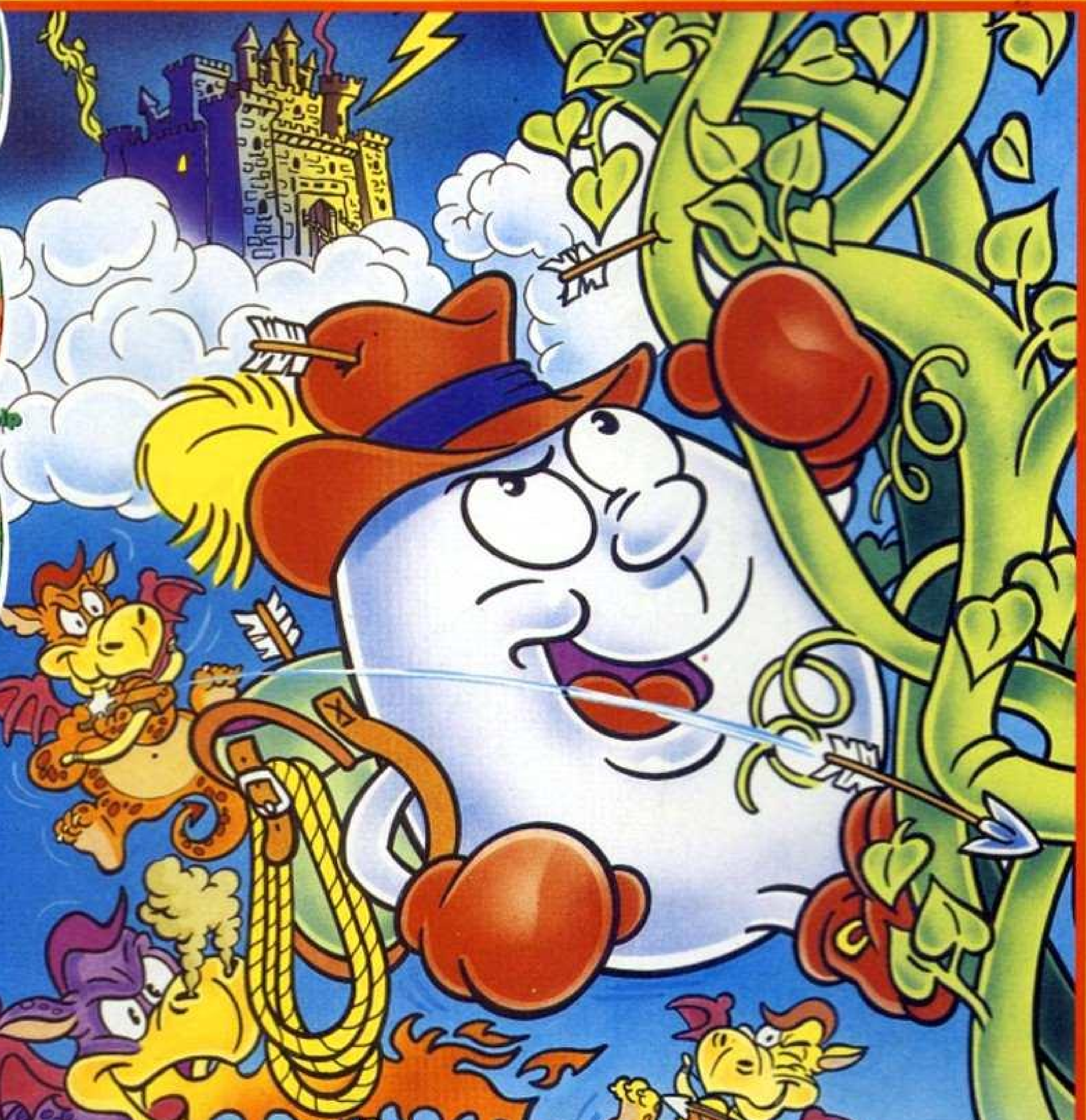
adventure of a lifetime!

The Fantastic Adventures o DIZZY

Cloud Castle

ackhearts Pirate Ship


Treehouse Village



absolutely BRILLIANT!

Award Winner!

"Best N.E.S. Graphic Adventure Game 1991"
Game Players

"Lots of fu with grea graphics an an engagin storyline'
Game Player

"You'll never get bored"
N-Force

91% N-FORCE

- MORE ADVENTURE
- MORE CHARACTERS
- MORE ACTION
- OVER 100 HOURS OF DYNAMIC GAMEPLAY

PLUG THRU™

This game uses the Codemasters Plug - Thru system. Requires game deck and one regular game cartridge for use.

CODEMASTERS

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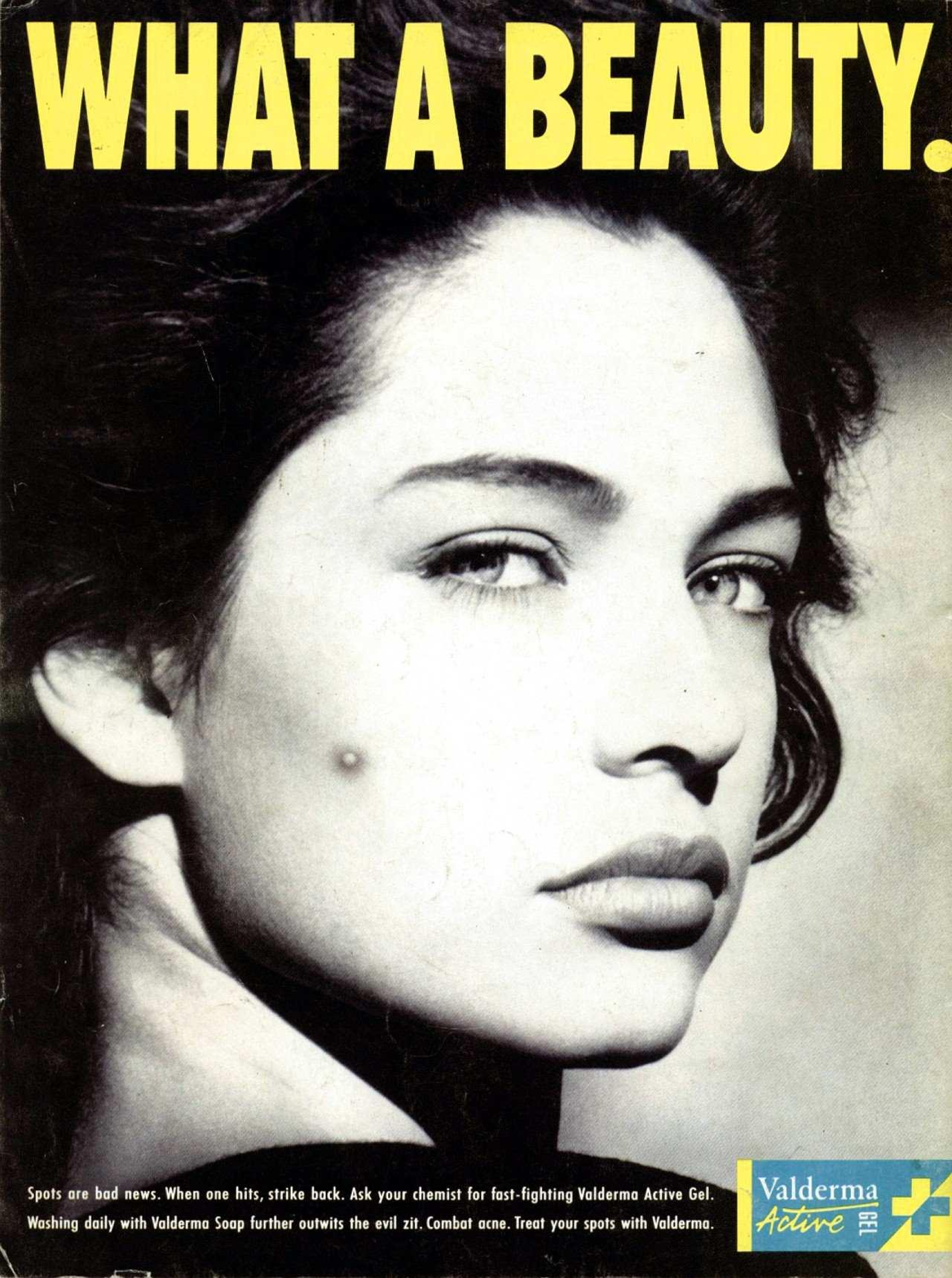
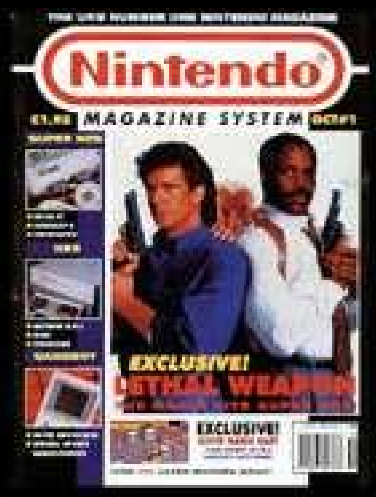

WHAT A BEAUTY.
Valderma
Active
GEL

Spots are bad news. When one hits, strike back. Ask your chemist for fast-fighting Valderma Active Gel. Washing daily with Valderma Soap further outwits the evil zit. Combat acne. Treat your spots with Valderma.

OUT-OF-PRINT ARCHIVE



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FROM THE ORIGINAL WRITERS, EDITORS AND PUBLISHERS,
TO EVERYONE INVOLVED IN ACQUIRING, DIGITIZING, PRESERVING AND RELEASING THESE MAGAZINES.

FOR PEOPLE WHO ARE LOOKING TO HELP US OUT, IN WHICHEVER WAY POSSIBLE, BE IT BY DONATING MAGAZINES, SCANNING OR EDITING, PLEASE JOIN US ON THE FORUMS.

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THANK YOU.

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